

YET ANOTHER BUMPER BONUS ISSUE FOR YOUR PERUSAL!

75P  
Every Thursday

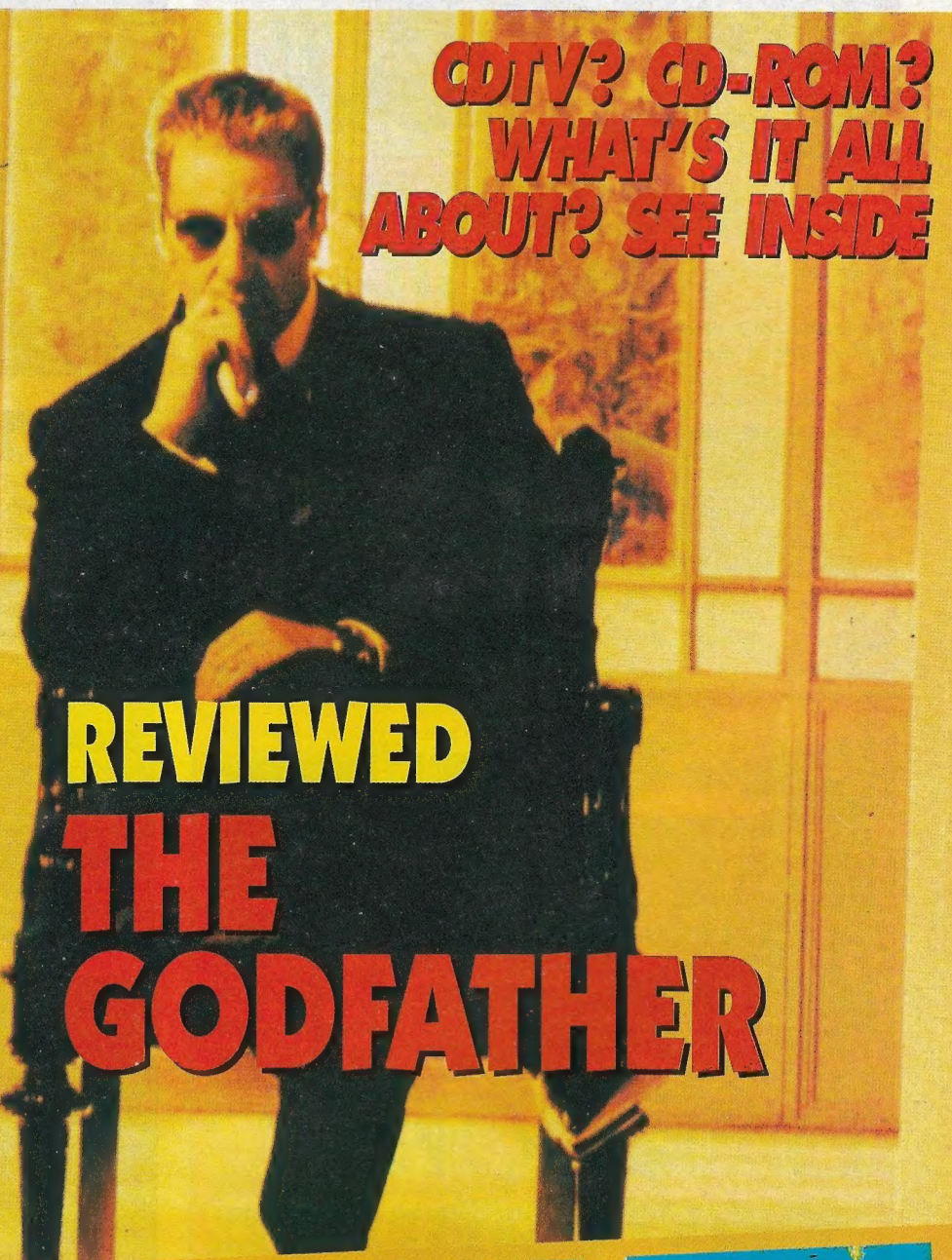
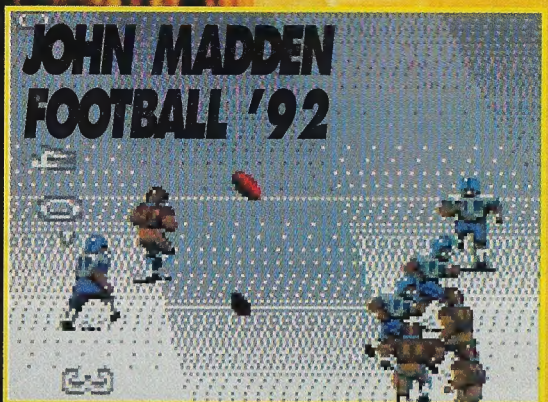
# GAMES-X

5th - 11th  
Dec '91  
Issue 33

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

## 16 EXTRA PAGES!

## CDTV? CD-ROM? WHAT'S IT ALL ABOUT? SEE INSIDE



# REVIEWED THE GODFATHER

## GAMES INSIDE...

- ★ MIKE DITKA'S ULTIMATE FOOTBALL
- ★ BATTLETECH: THE CRESCENT
- ★ HAWKS' REVENGE
- ★ FLOOR 13
- ★ DEATHBRINGER
- ★ WORLD CLASS RUGBY
- ★ F-22 INTRUDER
- ★ XENON 2
- ★ PLUS MANY MORE...



10 SPECIAL EDITION VIDEOS OF THE GODFATHER TO BE WON



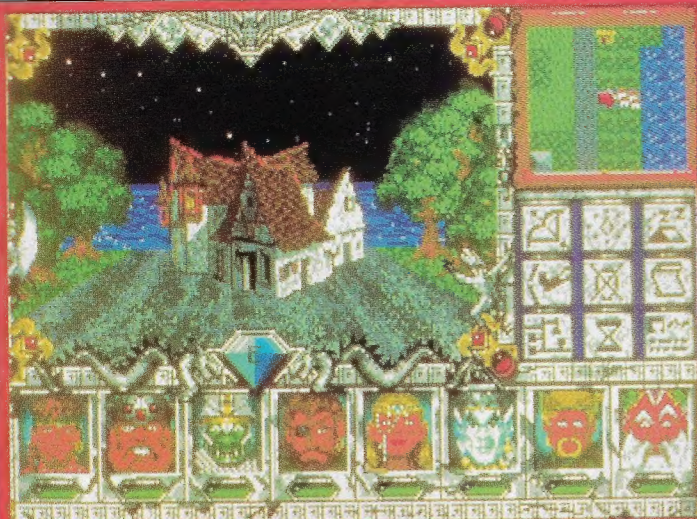
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SO, IS THERE A NEW ALL-FORMATS NUMBER ONE...?

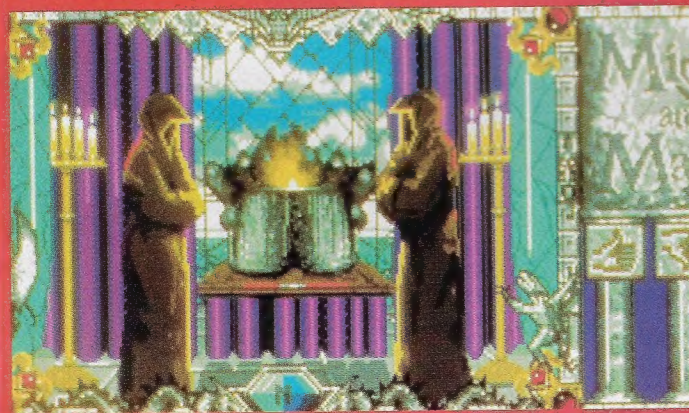
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## MIGHT AND MAGIC III

**F**antasy role-playing games are becoming even more popular. Now, just as Christmas looms around the corner, would-be dungeoners can once again settle in front of the fire and pit their wits against the evil forces of Terra. *Might and Magic III* is soon to be released on the Amiga. The game includes an impressive collection of items and spells for adventurers to collect and use. Set in the mythical world of Terra, players will find themselves battling across all manner of terrain; mountains, swamps, snowfields, you name it, it's here.

The game features all the usual role-playing features which are backed up by first-rate animation sequences. If you're into RPGs and have an Amiga then don't miss *Might and Magic III: The Isles of Terra*. Due out just before Christmas the game will be released by US Gold.



### ENTER THE WORLD OF AD AND D

Many computer shops are now beginning to stock *Advanced Dungeon and Dragons* games. The basic beginner's set will cost you £14.99 and is an ideal step into the absorbing world of fantasy role-playing. Why not take a trip down to your nearest stockist and check out what's going on?

### SEGA XMAS CHARITY CHALLENGE

Sega has joined forces with **Radio Lollipop** to give hospital-bound children a much happier Christmas. The Sega buses will be touring the UK during the pre-Christmas period, attending town

centres and special events over the six weeks leading up to Christmas.

For every 100 people that visit the Sega buses and take part in the Sega Challenge, a video games console and game (worth over £90) will be donated to a local children's hospital.

All those who attend will receive a poster, badge and sticker, plus the chance to become the UK's Sega Champion of 1992. If you're interested in going along then listen to your local radio station for details.

### SUPERHEROES

More macho mayhem on one disk than ever before, that's what Domark is promising with its **Superheroes** compilation. It was first reported on in

## CONSOLE CASCADE

**D**omark is to publish a tide of existing 16-bit titles on Sega Master System and Mega Drive. As expected, Pacman and friends are popping up in all shapes and sizes on console, and Domark is set to release two Pac-related titles, *Pacmania* on Master System and *Miss Pacman* on Mega Drive. Both are due for release before Xmas.

Meanwhile, that taxing little puzzler *Klax* is also expected to be squeezed in before Xmas, on both Master System and Mega Drive. Other titles expected in the New Year include the up-dated and up-rated version of that venerable old arcade pursuit, *Super Space Invaders*, which will feature on Master System. In contrast are *Pitfighter*, *Rampart* and *Prince of Persia*, all on Master System in March 1992.

# DIE HARD 2

**T**hey say lightning never strikes twice - they were wrong! One of the biggest action movies of last year is soon to appear on the home computer. *Die Hard 2*, or *Die Harder* as it is also known, centres around the life of one man. John McClane is a tough New York cop who gained fame after thwarting the plans of a deadly gang of international terrorists.

That was last year, now the man is back and, as usual, he's brought even more trouble with him. While waiting for his wife to land, the airport is put on red alert following a terrorist attack. A treacherous group of elite special forces troops seize control of the area. Their plan is swift, brutal and brilliant. However, they didn't count on the presence of one man, John McClane.

Taking on the guise of John, you must battle against the enemy. Set over five action-packed levels you'll find yourself involved in a luggage hall battle, a skiddoo chase and even an epic battle on the wing of a jumbo jet!

Each level is sandwiched between sub-levels in which you have to discover the assailants' identity and reroute the circling aircraft. *Die Hard 2* is to be released soon on the Amiga, ST, PC, Commodore 64, Mega Drive and Master System. The game is being programmed by Tiertex and will be released on the Grandslam Video label.



shape of EAs' *PGA Tour Golf*. What's more, if you buy the game now you'll get hold of the new Plus Edition. In addition to the usual courses you'll be able to try you hand at Eagle Trace, Scottsdale, and Southwind.

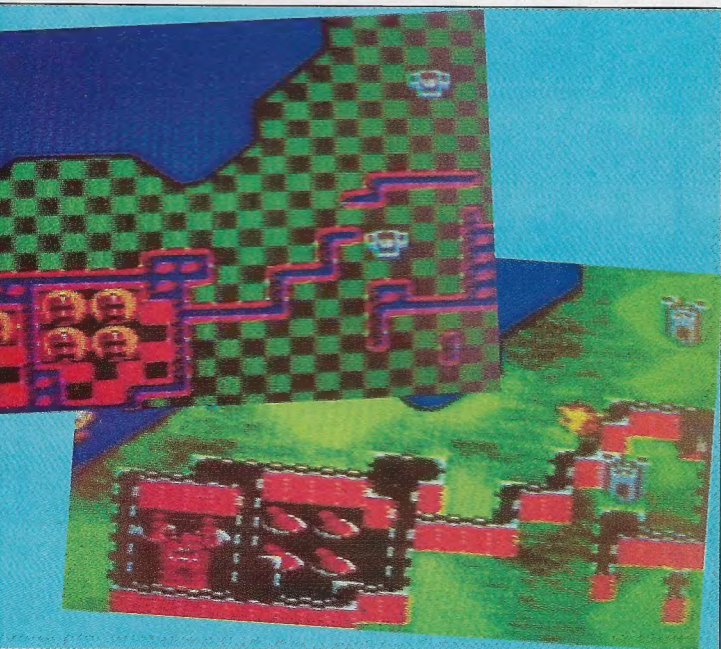
If that's not enough there are also three completely new tournaments; The Honda Classic, the Phoenix Open and the Federal Express St Jude Classic!

GX issue 22 and will be available on the shelves soon!

The collection includes *The Spy Who Loved Me*, *Last Ninja 2*, *Indiana Jones* and the *Last Crusade* and *Strider*.

## PC PGA

Golfing games are pretty darn prolific amongst the PC fraternity. One of the best packages available comes in the

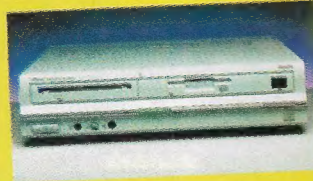


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## Best of the Bunch

### CD Feature 32

GX proudly presents an in-depth investigation into the exciting, yet currently mysterious, world of Compact Disc technology. Find out the info on the available hardware, as well as what plans the software houses have for this dynamic new medium...



### GX compo 9

Would you like to be watching 'The Godfather Epic - 1901-1959 video while snuggling up this winter?

### Budget Bonanza 48

Feeling the pinch before Christmas? Despair not, for budget bootie is here to save your day.

## Game of the Week

### The Godfather 12

The spectre of the Mafia raised onto the computer screen. Enjoy the gore, the bullets, the prestige of being one of the family...

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The chagrined know-it-all trundles on with your questions. What a chore!

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Taking you through the paces of *Alien Breed* and also *Rick Dangerous II*.

### Console Connexions 26-30

American footie mad rave reviews on Mike Ditka *Power Football* and John Madden *Football '92*. Plus, *F-22 Interceptor* to get to grips with.



### Sneaky Peeks 56-59

Lure of the Temptress - a giant leap in the world of fantasy role-playing. Plus a peek at *A320 Airbus* and *Harlequin*.

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Including the classifieds.

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### MASTER SYSTEM

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# ACTION MASTERS

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**TURBO**  
*Out Run*



**F-16**  
COMBAT PILOT

Welltris



**ITALY** 1990

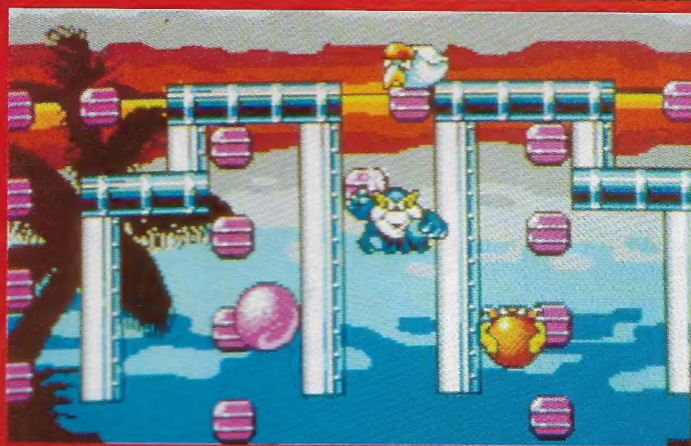


双截龍  
**DOUBLE DRAGON**  
*The Revenge*

Available on:  
IBM PC & Compatibles  
Amstrad CPC  
Atari St-STE - Amiga

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## SUPER SEYMOUR

**W**ipe away those toxic blues as Code Masters' latest star, Seymour, saves the world in another classic arcade action romp. Fresh out of Hollywood, Seymour has now been given the chance to star in his first movie epic - *Super Seymour* saves the planet!

Pollution has reached incredible levels and toxic waste abounds. The Mutato Heads, spawn of the waste, are creating havoc and must be eliminated. Donning his super mask and cape, it's Super Seymour to the rescue!

Super Seymour must leap from platform to platform ridding them of the toxic Mutato Heads as he goes. En route Seymour may collect a number of useful items to aid him in his quest. Super blow, spit, snare and sprint all help but the best must be Super-Duper leap power! Featuring cartoon-style animation Seymour's latest adventure is a winner. *Super Seymour* will be available from Code Masters and will appear on the Amiga, ST, Spectrum, Commodore 64 and Amstrad CPC.



## ACTION REPLAY

Thanks to Datel Electronics you can now have the power to beat even the toughest game you own.

**Action Replay** slots into your Mega Drive and that annoying cart slots into Action Replay. You'll have the power to award yourself infinite lives, unlimited energy and the like. What's more, Action Replay comes complete with 12 monthly issues of *Gamebuster*, a mag to help you crack the latest games.

Action Replay will set you back £49.99, if you want one call Datel now on 0782 744324.

## GET SENSIBLE

Following the huge success of *Mega lo Mania*, Mirrorsoft has signed up Sensible Software. To be released in '92 is to be *Mega lo Mania* part two.

In addition there will be a totally original strategy war game with a wacky twist. Commenting on the new signing, Sensible's chief, Jon 'March' Hare said "If the milkman calls I left a £10 under your slippers."

## BALLOON BONANZA

Children In Need turned out to be yet another roaring success this year. **Evesham Micros** handed over a mega cheque for the grand sum of £6,853 and managed to organize an amazing balloon marathon to boot!



Over 600 balloons were launched into the night sky. After January 31st the person who returns a balloon which has

travelled the greatest distance will become the proud owner of an Amiga 500 complete with a colour monitor!

In the meantime, congratulations must go to Evesham Micros and of course to everyone who helped Children in Need go with a bang on Friday! We'll look forward to next year!

## ACTION MASTERS

Compilation crazy, that's what we're all going at the moment. Now Infogrames is finally joining the ranks as it prepares to launch **Action Masters**.

Packed with five mega games **Action Masters** will feature **Turbo Outrun**, **Welltris**, **F16 Combat Pilot**, **Italy 1990** and **Double Dragon II**.

With a line-up like that **Action Master** will doubtless find itself in quite a few collections.



## FOOTY CRAZY

With the excitement of the forthcoming **European Championships** in the New Year building up to fever pitch, we can expect a veritable squad of footy titles après Christmas.

Traditionally, soccer games are really successful with such smashes as Manchester Utd Europe and Kick Off 2 well and truly dominating the charts.

In fact Domark is already setting forth on the road to Wembley with Euro Football Champ.

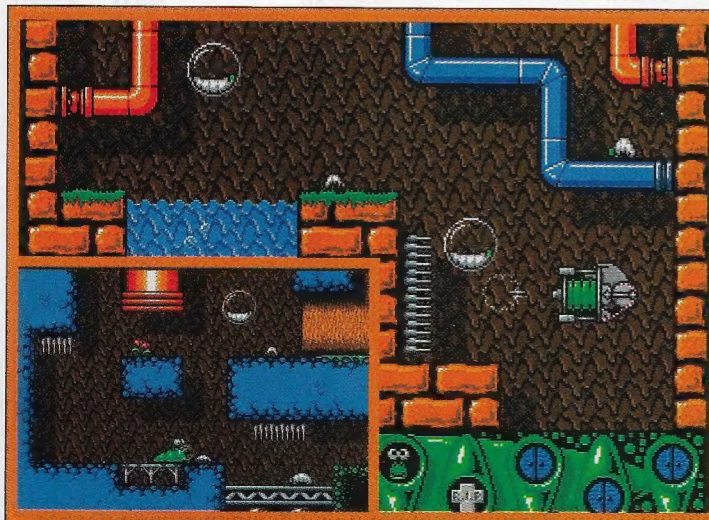
Meanwhile, *Games-X* can reveal first that Sensible Software, of Megalomania fame, is currently embroiled in a European football project, based around the aforesaid tournament, expected in Spring '92.

## STEG

**H**ave you seen that advert, the one where the actors all say "I want to be a...."? Well, here's your big chance to be a slug! **Steg** may be slippery and slimy, but he's also very cute! Set in a series of dank caverns, **Steg** must strive to keep as many baby slugs alive as possible.

In order to achieve this **Steg** must feed the little blighters with tasty morsels which he must entrap in bubbles before grabbing them. To aid him **Steg** may use the trampolines and bellows dotted around the place. Perhaps the best features are the special objects he can collect. Speed-ups in the form of a nitrous oxide injection kit, Acme strap-on bionic legs and a super jet pack are all hidden within the levels.

**Steg** will be available from Code Masters on the Amiga and ST in February. Spectrum, Commodore 64 and Amstrad CPC versions will follow shortly afterwards.



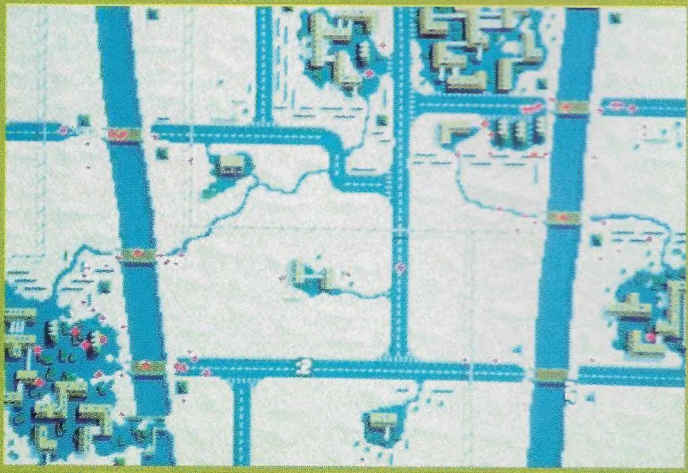
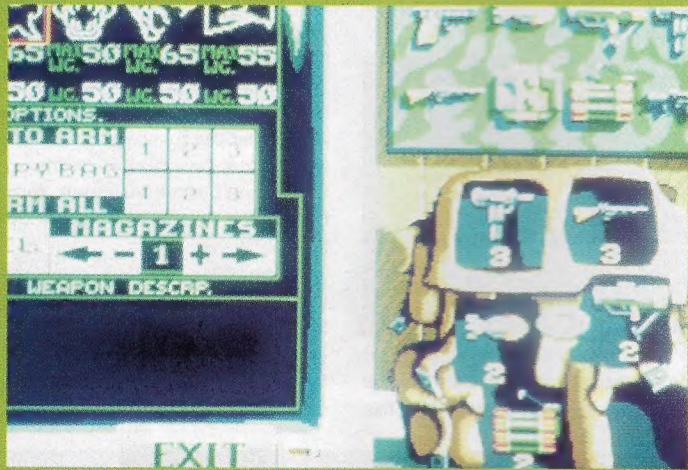


# SPECIAL FORCES

**A** midst a maelstrom of terrorist incidents, *Special Forces* encompasses strategy, action, drug deals and a powerful junta take-over. Your task is to lead a crack squad of commandos, with the main objective being to restore order.

Commanding your squad you fight in the desert, through temperate jungles, your success in each mission directly relating to the next section of the mission. It's a game of strategy and battle tactics.

The game is to be published by Microprose on Amiga and ST in early '92 and is being programmed by Sleepless Knights.



# SHOW DIARY

## DECEMBER - NEW YEAR

5th-8th December

● **Computer Shopper Show**, Wembley Conference Centre.

Tel: 081 868 4466.

Admission £6 adults, under 16s £4, family ticket (2 adults and 2 children) £18. Open 10am - 6pm Thurs - Sat, 10am - 5pm Sun.

14th December

● **All Formats Fair**, Royal Horticultural Hall, London.

Tel: 0926 613047.

Admission £4 from 10am - 4pm.

15th December

● **All Formats Fair**, University of Leeds Sports Centre.

Tel: 0926 613047.

Admission £4, from 10am - 4pm.

14th-16th February '92

● **5th International 16-bit Computer Show**, Wembley Exhibition Centre, London.

Tel: 081 549 3444

Admission £6 adults, under 10s £4.

Open 10am - 6pm Fri - Sat, 10 - 4pm Sun.

## VIRTUALITY NEWS

Virtuality has entered into a venture with spectrum holobyte, of Falcon fame, to set up cyberstudio. The studio is the first virtual reality production company catering for the growing demand of virtuality.

At present the games for virtuality include a car race called **Total**

**Destruction**, **Air-Sim** and the two player shoot-out, **Nightmare**.

The new partnership is set to experiment with new formulas. More and more virtual reality units are being installed in clubs and bars and even the three quid per go doesn't seem to be putting people off.

Look out for a unit appearing in a hostelry near you soon!

## ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Another World	US Gold	Amiga,ST PC	£25.99 £30.99	13/12/91 13/12/91
Battle Command	Ocean	Amiga,ST	£10.99	13/12/91
Blue Max	Mindscape	ST	£30.99	3/12/91
Cadavar	Mirrorsoft	PC	£35.99	3/12/91
Celtic Legends	Ubisoft	ST PC	£30.99 £25.99	13/12/91 13/12/91
Civilisation	Microprose	PC	£39.99	9/12/91
Cool Croc Twins	Empire	Amiga ST IBM	£25.99 £15.99 £10.99	16/12/91 16/12/91 16/12/91
Elvira Arcade	Microvalue	PC,Amiga	£25.99	11/12/91
Final Blow	Storm	C64	£15.99	9/12/91
Football Manager 3	Prism	Amiga ST PC	£24.99 £15.99 £10.99	13/12/91 13/12/91 13/12/91
Fort Apache	Impressions	PC	£34.99	13/12/91
Gazza 2	Empire	PC	£25.99	9/12/91
Joe Montana 2	Sega	Mega Drive ST	£39.99 £30.99	16/12/91 6/12/91
Mad Dog Williams	Gamecraft	Amiga,ST PC	£29.99 £34.99	13/12/91 13/12/91
Mega Twins	US Gold	Amiga,ST Amstrad Spectrum C64	£25.99 £16.99 £11.99 £11.99	9/12/91 9/12/91 9/12/91 9/12/91
Mega Traveller 2	Empire	Amiga,ST	£35.99	13/12/91
Oh No! More Lemmings	Psygnosis	PC	£25.99	2/12/91
Rally Turbo Charge	System 3	Amiga,ST	£19.99	9/12/91
Rings of Power	Sega	Mega Drive	£39.99	9/12/91
Robocod	Sega	Mega Drive	£39.99	13/12/91
Robocop 3	Ocean	Amiga,ST	£25.99	9/12/91
Silly Putty	System 3	Amiga	£25.99	13/12/91
Speedball 2	Sega	Mega Drive	£39.99	13/12/91
Thunderhawk	Core	PC	£34.99	4/12/91
Time Quest	Microprose	PC	£34.99	2/12/91
Toyota Celica	Gremlin	IBM	£34.99	13/12/91
Turtles the coin-op	Mirrorsoft	Amiga	£25.99	4/12/91
Unreal	Ubisoft	PC	£25.99	13/12/91
WC2 Missions	Mindscape	PC	£19.99	6/12/91
Xenon 2	Mirrorsoft	CDTV	£35.99	2/12/91

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### SEGA GAME GEAR

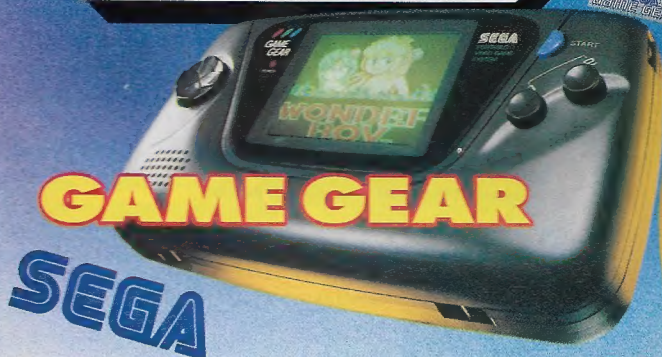
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Nintendo



## GAME GEAR

SEGA



## LYNX 2

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Prices correct at time of printing.

# GALLUP CHARTS

It's here, your weekly look at what's up, what's down, what's new and what's what.

1	◆	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
2	▲	<b>FINAL FIGHT</b> House: US GOLD Team: CREATIVE MATERIALS
3	★	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & STEVE BAK
4	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
5	▲	<b>RUGBY THE WORLD CUP</b> House: DOMARK Team: WALKING CIRCLES
6	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
7	▲	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
8	▼	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
9	★	<b>HEIMDALL</b> House: CORE DESIGN Team: 8TH DAY
10	◆	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
11	▼	<b>MOVIE PREMIERE</b> House: ELITE Team: VARIOUS
12	★	<b>PITFIGHTER</b> House: DOMARK Team: TEQUE
13	▲	<b>WORLD CLASS RUGBY UNION</b> House: AUDIOGENIC Team: DENTON DESIGNS
14	▼	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
15	▼	<b>BOARD GENIUS</b> House: BEAU JOLLY Team: VARIOUS
16	★	<b>SMASH TV</b> House: OCEAN Team: PROBE
17	▼	<b>ALIEN BREED</b> House: TEAM 17 Team: ANDREAS TADIC
18	★	<b>KNIGHTS OF THE SKY</b> House: MICROPROSE Team: MPS LABS
19	▼	<b>MEGA LO MANIA</b> House: IMAGEWORKS Team: SENSIBLE SOFTWARE
20	▼	<b>HEROQUEST</b> House: GREMLIN Team: 221B

1	★	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & STEVE BAK
2	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
3	★	<b>HEIMDALL</b> House: CORE DESIGN Team: 8TH DAY
4	▼	<b>ALIEN BREED</b> House: TEAM 17 Team: ANDREAS TADIC
5	▲	<b>KNIGHTS OF THE SKY</b> House: MICROPROSE Team: MPS LABS
6	★	<b>DEUTEROS</b> House: ACTIVISION Team: IAN BIRD
7	▼	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
8	★	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
9	▼	<b>RUGBY THE WORLD CUP</b> House: DOMARK Team: WALKING CIRCLES
10	★	<b>PITFIGHTER</b> House: DOMARK Team: TEQUE

1 <sup>ST</sup>	▲	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
2 <sup>ND</sup>	▲	<b>FINAL FIGHT</b> House: US GOLD Team: CREATIVE MATERIALS
3 <sup>RD</sup>	▼	<b>MEGA LO MANIA</b> House: IMAGEWORKS Team: SENSIBLE SOFTWARE
4 <sup>TH</sup>	▼	<b>UTOPIA</b> House: GREMLIN Team: GRAHEME ING
5 <sup>TH</sup>	★	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
6 <sup>TH</sup>	★	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
7 <sup>TH</sup>	★	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
8 <sup>TH</sup>	★	<b>SHADOW SORCEROR</b> House: US GOLD Team: SSI
9 <sup>TH</sup>	▼	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
10 <sup>TH</sup>	★	<b>RUGBY THE WORLD CUP</b> House: DOMARK Team: WALKING CIRCLES

1	▲	<b>NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
2	▲	<b>CHASE HQ</b> House: HIT SQUAD Team: TEQUE
3	▼	<b>ALTERED BEAST</b> House: HIT SQUAD Team: ACTIVISION
4	◆	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
5	▲	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
6	★	<b>TURBO OUTRUN</b> House: KIXX Team: ICE SOFTWARE
7	▼	<b>BATMAN - THE MOVIE</b> House: HIT SQUAD Team: OCEAN
8	▼	<b>MOONWALKER</b> House: KIXX Team: IN HOUSE
9	▼	<b>MAGICLAND DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
10	▼	<b>TURRICAN</b> House: KIXX Team: FACTOR 5

1	▲	<b>WING COMMANDER</b> House: MINDSCAPE Team: ORIGIN
2	◆	<b>WING COMMANDER 2</b> House: MINDSCAPE Team: ORIGIN
3	★	<b>GUNSHIP 2000</b> House: MICROPROSE Team: MPS LABS
4	★	<b>JETFIGHTER 2</b> House: US GOLD Team: BOB DINNEMAN
5	★	<b>LINKS - BAYHILL</b> House: US GOLD Team: SSI
6	★	<b>AIR COMBAT ACES</b> House: UBI SOFT Team: VARIOUS
7	★	<b>WORLD CHAMPIONSHIP BOXING MANAGER</b> House: KRISALIS Team: IN HOUSE
8	★	<b>MOVIE PREMIERE</b> House: ELITE Team: VARIOUS
9	★	<b>F-29 RETALIATOR</b> House: OCEAN Team: DID
10	★	<b>LINKS</b> House: US GOLD Team: SSI

★ New Entry ▲ Climber ◆ Non mover  
▼ Faller ★ Re-entry

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# REAL PRIZES CAN'T BE GIVEN - THEY MUST BE WON...



## 10 SPECIAL EDITIONS OF 'THE GODFATHER EPIC - 1901-1959' TO BE WON!

**O**K mister, listen up. Family honour is at stake here. We're looking to recruit 10 new members to our organization. However, we're not going to let just any old hoodlum join our ranks. The Don has given strict instructions that all applicants must have a good knowledge of the family.

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The lucky 10 entrants will each receive their very own copy of the special edition *The Godfather Epic - 1901-1959*. In order to win one of these highly coveted video sets you must answer four questions relating to the *Godfather* trilogy of films.

To get the answers correct it would help if you have either seen the film or read our in-depth review of US Gold's *Godfather* game.

When you think you've got

the correct answers, fill in the form and send it to us at: *Godfather Competition, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP*. All entries must reach us before 19th December 1991.

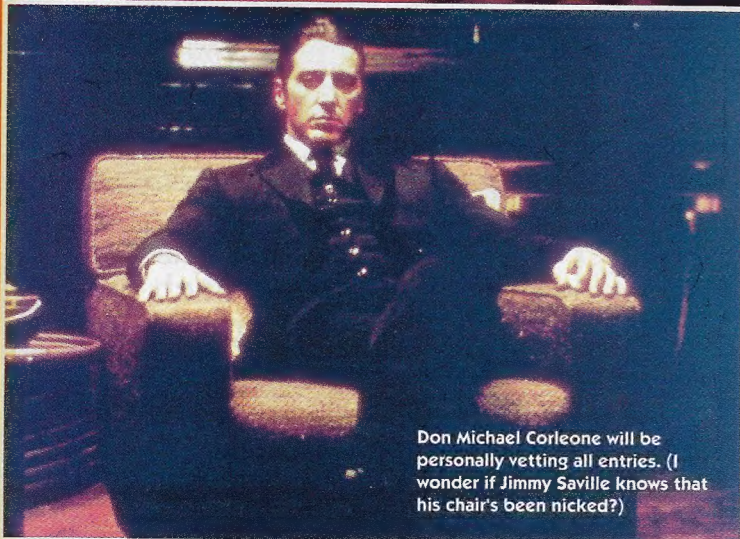
Good luck, but be warned, anyone caught shaming the family will win a concrete overcoat and swimming lessons in the Manchester Ship Canal.

### QUESTIONS

- 1 What is the family's surname?
- 2 Michael stays at whose villa in Havana?
- 3 Who is the main casino and hotel owner in Las Vegas?
- 4 Which famous actor plays the role of Don Vito?

### RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.



Don Michael Corleone will be personally vetting all entries. (I wonder if Jimmy Saville knows that his chair's been nicked?)

## KEEP IT IN THE FAMILY

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2 .....

.....

3 .....

..... Post Code .....

4 .....

..... Machine type .....

..... I also own a .....





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# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXX**



The higher the rating the better the game

**BRIAN** "I've seen that" Sharp is our resident video junkie. If it's out, he's seen it. More recently our Bri has had to fork out for motor repairs 'cause his old Fiesta decided to give up the 'ghost', speaking of which - he's seen that too!



**JOHN** Fellows, the ads artist, in his first appearance in the magazine decided he was going to look sensible. Unfortunately he hadn't counted on Rob tampering with the piccy! He does look slightly more normal than this really!!



**SCOOP** is still recovering from the obvious shock he felt when the camera was placed in front of him. He also enjoys no less than three bags of crisps a day; it's no wonder his belly is starting to fall down in layers over his belt!



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

**PC**  
IBM PC

Out in October \$25.99



Which formats are available, followed by a comparative evaluation, the price and the release date.

At the mansion the piano player tinkles away while the pleasantly clad temptress lies alluringly on the couch. No doubt one of them will probably try and kill you!



## THE



The Godfather series has

been a highly successful tale of mobsters and gangs. With the enormous success of the Paramount films it was inevitable that a computer game would follow.



The seedy streets of Havana are where the gangsters hang out, intent on annihilating some kid with high intentions

The movies centred around a single Sicilian family named Corleone, named after the town from which the young Vito Andolini fled his family killed in a vendetta. Now called Vito Corleone, he rose to become the Don of his own crime family and in the first movie was played

## GO

by Marlon Brando. The events surrounding this group span many hours of cinematic violence. Major characters pop up and then pop off all over the place.

The computer game does not follow the plot of the three movies exactly; it simply represents them by allowing you to play the part of a mafia member as he develops his career, much like the characters in the movies.

### SO YOU WANNA BE A DON?

The game begins in the dark and forboding back streets of New York in the Forties where you play the part of an ordinary drop-out in a far from prosperous neighbourhood.

Armed with a trusty pistol you must traverse the horizontally scrolling scenario as you work your way towards potential Mafia membership.





At the quayside you wait for the hoods to pop out. They come from all sides!



Being fairly closed in and 'family' orientated, the mafia isn't all that hot on outsiders and consequently decides that shooting at you repeatedly with numerous automatic weaponry is a suitable course of action.

Being the plucky chap that you are, you battle on, knocking out the hoods

Having escaped this section you move on for more of the same in the barber's shop next door where the bad guys swivel round in the chairs as they let loose their stream of bullets.

If you succeed in completing this section the action whizzes on

**RATED**  
GAME OF THE WEEK

# FATHER

and avoiding innocent bystanders. As the bullets fly, you must carefully shoot characters appearing from behind doors and windows in order to proceed.

To add to the turmoil, while you're attempting to stay alive there are cars zooming along the streets containing overenthusiastic gunmen who take pot-shots at anything that moves!

## SEEDY BARS AND BARBERS' SHOPS

Once you've escaped the vicious hordes you seek solace in a seedy downtown bar where the peaceful air is more than a little deceiving.

Lurking behind curtains and counters are further gunmen ready to take a pot-shot at the slightest notice. Here you must aim with your cross-hair in true Operation Wolf-style as you blow the bad guys away.

by a period of 10 years to a point where you've earned a certain amount of respect and considerably more money.

The level begins in Las Vegas as a bomb explodes in one of the family's casinos. Trouble is brewing and you make your way to the casino owned by Mo Greene.

This is a reaction testing blast'em-up and the rest of the game continues in similar vein, lasting until you reach the finale in 1980.

Here you must prove your worth and show respect to the heads of the family in order to become a Don.



Out in the streets of New York you must make your way without being shot, flattened, or riddled with holes!



The bar is full of gangsters! You pop in here for a quick pint and a bloke with a tommy-gun jumps up unannounced



In the barber's shop you wait for a hood to pop out from behind a chair



Las Vegas is where the action is! Make your way through the dens of iniquity to the casino owned by Mo Greene



In the casino further violence takes place. Expect the unexpected as everyone tries to take you out

## FACT FILE

Software House: US Gold  
Development Team: Creative Materials  
Programmer: Paul Dunning  
Graphic Artist: Pete Lyon  
Music: Dave Lowe



The Godfather is certainly a very impressive game visually speaking and it is more than obvious that ace graphic artist Pete Lyon has put an awful lot of work into this.

The numerous locations are gorgeously coloured and the sprites are extremely well animated. Add to this some super silky smooth parallax scrolling and you can look forward to a real visual treat.

In accompaniment you get loads of neat sound effects with suitably 'Godfatherish' music to add to the overall atmosphere.

Gameplay is something on which this really scores well. Everyone loves a good 'shoot'em-up so the chances of this failing are going to have to be pretty slim!

There's loads of violence and blood splattering about all over the place, so it's safe to say that the intended audience for the game is of a similar age to that of the film.

Some of the scenes are particularly gory so I'd advise you to check things out before buying if you're easily upset by such matters.

Overall, it really is a super game which must go down as being one of the very few film licenses to have actually paid off. It's not often that a 'game of the film' works well, but the months of development ensure that this is to be a real winner.

**£29.99 OUT DECEMBER**



Pete Lyon began creating graphical masterpieces on the ST many years ago and his output is still as good as ever.

The ST version looks like a rare treat and plays exactly like the Amiga version. It's certainly well worth getting hold of!

**£29.99 OUT DECEMBER**



The PC version is a dual disk format product, hence the extra £1 on the asking price. Utilizing VGA graphics it looks rather special and will be well worth getting hold of when released.

**£30.99 OUT DECEMBER**

**X-RATING: XXXXX**

Gameplay: 17/20  
Lastability: 18/20  
Presentation: 18/20

# FACT FILE

Software House: Virgin Games  
 Development Team: PSJ  
 Programmers: David Eastman, Shahid Ahmad  
 Graphic Artist: Carl Cropley  
 Music: Shahid Ahmad



Looking at the screenshots there is one factor that screams out at you - all the pictures are in black and white! This distinct lack of colour is a little disappointing considering the wonderful things that can be done with VGA.

Whatever the reason for this I have to say that the screens all look drab even though the artwork is top-notch.

Control is simple but after a while the repetition of flicking through the same screens becomes a tad dull. Although the game boasts over 100 different sub-plots I had little inclination to investigate the deeper intricacies.

The political thriller has long been a popular form of fiction and I'm sure that this new title from Virgin will go down as a brave stab in a new direction for the computer game industry.

**£34.99 OUT NOW**



As of yet there are no details of the Amiga version except to say that it will be released in the first quarter of '92. Presentation will obviously differ but the gameplay shouldn't alter.

**£34.99 OUT NOW**



As with the Amiga version there are no details as yet of the ST version apart from the release date. Obviously there will be some cosmetic changes.

**£99.99 OUT 1992**

**X-RATING: XXX**

**Gameplay: 10/20**  
**Lastability: 8/20**  
**Presentation: 14/20**



**Housed on the 13th floor of an anonymous office block, deep in the heart of London's Docklands, the semi-mythical organization you are in control of does not officially exist!**

In a democratic society like our own, how does an elected government appear to keep its popularity? How are scandals averted, subversive elements controlled, undesirables eliminated, and 'incidents' covered-up?

Just how does a government remain in power? It cannot be seen to be suppressing opposition, invading privacy, spying on its own nationals, murdering undesirables...

Your job as the newly assigned head of this non-existent, unnamed secret organization, effectively a secret police force, is to limit the political damage to your government by any means at your disposal.

## THE POWER BEHIND THE DEMOCRACY

Under your command are units capable of performing the most dastardly of deeds, all in the name of national security, (but of course! For what other reason?).

Assassination squads, infiltration units, interrogation specialists, assault teams - they're all there for your every whim.

All your operations are coordinated from the secret base on the 13th floor. Your immediate staff comprises of ex-city businessmen and financial wizards, all of whom



The DG's desk - that's you! This is where you make all your decisions and initiate all major tasks

# FLOOR 13

have lost their jobs in the numerous financial crashes over the years.

They are not entirely aware of their underlying purpose, and it is only you, as the Director General and the only person apart from the 'Grand Master' (the political equivalent of the Freemasons) who knows the company's purpose.

The game follows your career on a day by day basis, commencing with your initial employment and leading up to election day.

You must ensure that the government remains high in the opinion polls by thwarting roughish political figures and keeping opposing organizations at bay.

## MURDER... TORTURE... CORRUPTION!

You must assign surveillance and pursuit teams to follow suspects and ascertain their political allegiances.

Once their ulterior motives are discovered they can be interrogated or eliminated in any way you see fit.

Alternatively, it is possible to use funds donated by anonymous

Axel Braun is a former German terrorist and potential threat to the present government

The all-important opinion poll must be monitored at all times to ensure your party is forging ahead



you'll be eliminated. From your office you initiate all commands and orders using a simple intelligent menu system. Simply select the options with the appropriate numeric key.

Due to the nature of your job you are not allowed to leave the 13th floor at any time, consequently you

won't see any of the action. However, everything you could possibly desire is provided by the powers that be.

All reports on your various operations are regularly provided and you have the power to do pretty much anything you wish.

**FLOOR 13**

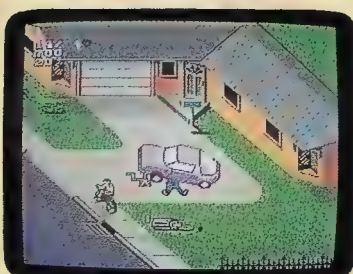
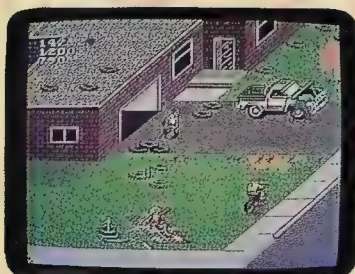
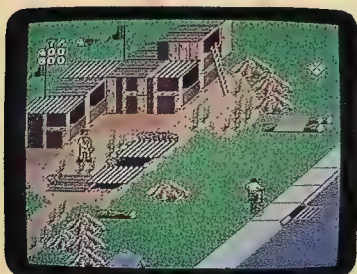
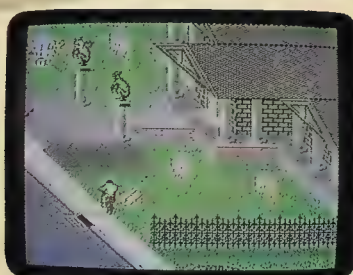
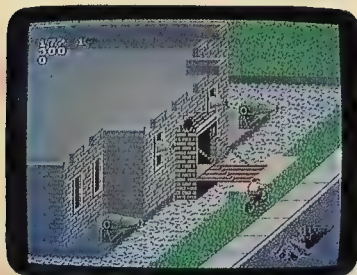
- The surveillance unit has three teams of spies waiting to trail your suspects
- There are initially four pursuit teams ready for assignment
- Jump-start his nipples! Your interrogation department contains two high security cells
- These search-parties are available for a spot of snooping
- The tastefully named 'removal' group has two highly skilled assassins
- The heavy assault department comprises of two mean squads
- The Dis-information department has \$100,000 with which to bribe various organizations
- There are 100 agents ready and willing to infiltrate roughish political groups

**Look out - he's back!**

# PAPERBOY

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.

Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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# FACT FILE

**Software House:** Activision  
**Development Team:** Westwood Associates  
**Programmers:** Barry Geen and David R. Detimer  
**Graphic Artists:** Joseph B. Hewitt IV and Jenny Martin  
**Music:** Paul S. Mudra and Dwight Okahara



**Battletech: The Crescent Hawks' Revenge** is an excellent strategy game and a worthy successor to the previous Battletech product.

Due to the game's easy-to-use point and click control system and riveting story-line, the game is instantly appealing. The challenge of 27 different scenarios will keep you at it for hours.

Graphically, it may not look much, but there are numerous static screenshots which use the machine's 256 colour capability.

The sound, providing you have the correct sound card, is superb and features speech, plus sampled explosions and atmospheric music.

**£29.99 OUT NOW**



The Amiga version will include all the scenarios and will be graphically and sonically very similar to the PC version.

The speech will be cut down but the 256 colour still will be reduced to incorporate the Amiga's capabilities.

**£TBA OUT EARLY '92**



In terms of scenarios and gameplay, the ST version will be identical. It will be graphically less appealing, but who needs stunning graphics with a game of this calibre anyway?

**£TBA OUT EARLY '92**

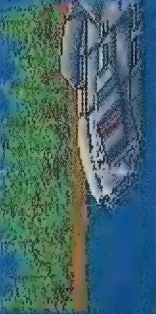
**X-RATING: XXXX**

**Gameplay: 17/20**  
**Lastability: 15/20**  
**Presentation: 14/20**

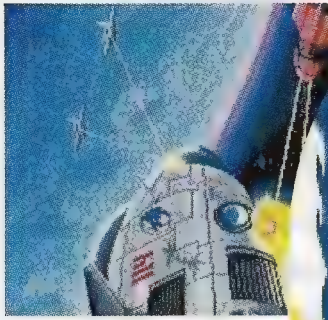
## PREPARE TO DIE, YOUNGBLOOD!



Factual fighters approaching from the rear, engage shields! Unfortunately your defenses are no match for their penetrating lasers.



Speeding through the atmosphere, the dropship starts to break up. Thankfully the thrusters break the impact as you plunk into the lake.



A Locust class mech is storming towards you and there is only a single friendly unit to come to your aid. Unfortunately the friendly mech is damaged...

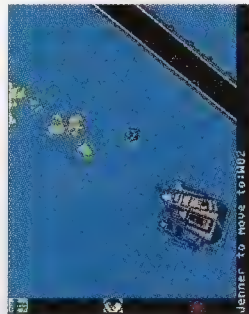
### Battletech:



**The Crescent Hawk's Revenge is based around Jason Youngblood, the rebellious**

**mechwarrior portrayed in the popular science fiction novels.**

**B**attletech originally began with the now well-known board game, involving you in a battle to the death between huge battlemechs - towering robots armed to the teeth with particle projection cannons, machine-guns, and long-range missiles!



You can choose your lance from a selection of six, all of which are poorly armoured compared to the gargantuan opponents you'll encounter later on

# BATTLETECH: THE CRESCENT HAWKS' REVENGE

The mechs have the power to stomp across the toughest terrain while simultaneously blitzing a target with cannon fire.

With such power at your fingertips it's hard to lose, but when the enemy demonstrates the same capabilities things get a little tougher.

**Battletech:** The Crescent Hawks' Revenge comprises of a series of small scenarios linked together to produce one large objective, that being to locate and rescue your father, Jeremiah Youngblood.

The battle starts on the planet of Lyons. Your dropship has been crippled by small tactical fighters and has crash-landed in the swamp just outside the Kell camp.

In the dropship you have a lance of four mechs, two of which are trapped in the wreckage. Given enough time you could possibly recover them, but luck is against you as a Locust class mech fast approaches with seek and destroy orders.

Thankfully though you are located by a

EGA, VGA, MCGA and Tandy graphics cards as well as the majority of the popular soundboards.

### LOOKING FOR DAD

As Jason Youngblood you must lead your lance of battlemechs through all 27 scenarios set over five different planets. Each decision made is critical to the outcome of the battle, and every tactical choice will change the way the story turns twists and turns.

The enemy is much better equipped: its forces include a vast array of mechs as well as numerous tanks and armoured vehicles.

The Kell pilots will stop at nothing to destroy you and your fellow warriors.

At the helm of your mech you can choose to move and/or target an enemy vehicle. Your 'bot can either run or walk and you can also set it to fire defensively, at will or select a specific target and concentrate fire.

The power for each action must be generated before it can be performed, therefore the more actions you perform, the more strain is placed on the power source.

The generator heats up and if pushed beyond its capabilities will either melt down or explode.

Thankfully each mech is equipped with heat sinks which drain some of the heat and then the bigger and better equipped Mechs can run rings around the scout robots.

You'll need a miracle to survive. Hopefully Jason Youngblood is the wonder you're looking for.

Using a simple point and click control system, Battletech is one of the best strategy games of late, and recreates the excitement of both the novels and also the board game quite superbly



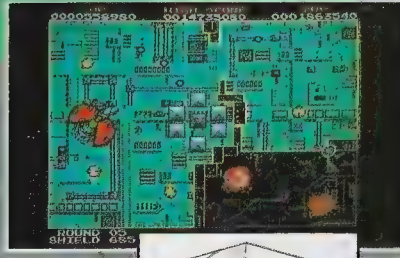
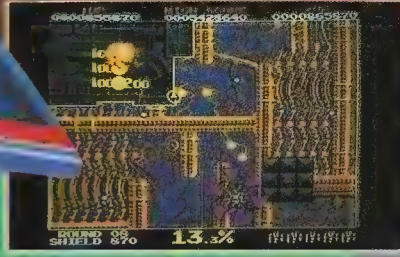
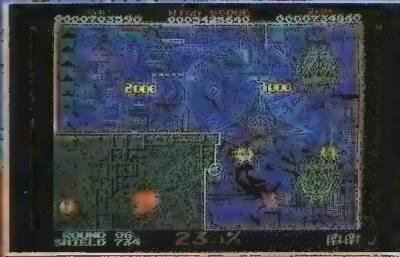
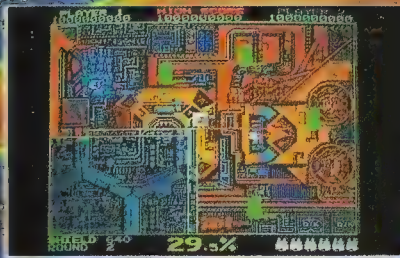
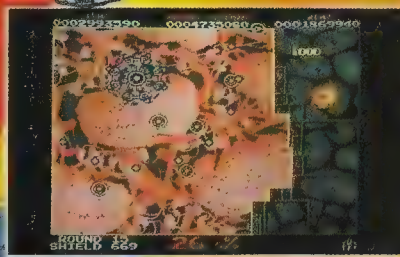


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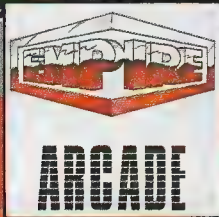
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# FACT FILE

**Software House:** Empire  
**Programmers:** George Wald, Kevin Ayre  
**Graphic Artists:** Colin Swinbourne, Kevin Ayre

**Amiga** Congratulations must be given to the graphic artist and programmer for producing one of the most visually impressive games of the year, but sadly all praise must end there.

Deathbringer has hardly any variation in the levels at all, that is apart from the graphics. The enemies all look incredibly similar and only the end-of-level beasts add anything to the variety.

All graphics are great, well drawn and extremely enjoyable to watch. The main sprite is well animated.

The tune is excellent, it's just a shame that it is the same as The Killing Game Show dirty and the sound effects aren't particularly good to listen to. The controls are easy to use but are slightly too unresponsive.

**£25.99 OUT NOW**

**Atari ST** The ST version is identical in every possible way, right down to the sound effects. Only the tune has gone leaving all else untouched. This doesn't however, stop the game from being a touch monotonous.

**£25.99 OUT NOW**

**PC** The PC version is the best of the bunch, there are no annoying sound effects allowing the tune to play throughout and the action moves along a tiny bit faster than the other versions. However the gameplay isn't of a higher standard.

**£29.99 OUT NOW**

**X-RATING: XXX**  
**Gameplay: 11/20**  
**Lastability: 10/20**  
**Presentation: 16/20**



The parallax effect is absolutely incredible. This becomes apparent when you come to a river or a road. These features scroll onto the screen so realistically that everyone watching is struck dumb!



As you go up a new looking ship appears and the boy of intro sequence and who keeps walking to recognize that they have to be a state of the world.

**Himm!** Sounds interesting. A game about someone who goes around handing out death to anyone who gets in his way. That's my type of adventure! Empire's latest has arrived, and gives us 32 levels of parallax scrolling, but is the game any good?

# DEATHBRINGER

You play Karn the Barbarian, quite a meaty little chap to say the least. He has got bigger pectorals than Arnold Schwarzenegger and runs around armed with a mighty large weapon, the Sword of Abaddon, also known as Deathbringer.

This is purely and simply a hack 'n' slay game. Controlling Karn you must tackle the various levels killing numerous strange and nasty little meemies.

Karn can perform many moves, all accessed by pushing the joystick in various combinations with

Hide Piper. They each have a special characteristic and move to execute anyone in your path.. There are also loads of other larger foes that block your path and all take more than one blow with the blade to kill.

the fire button. There are only three sword thrusts to perform, which prevents your control of the character getting too difficult. The three strokes are all at different levels; the overhead, underhand and straight forward jab.

Getting in the way during your quest will be many annoying little foes intent on reducing your vital energy supply. These go under the silly names of Ball Con-Troll, Club Class, Get the Point, Slow and Arrow, Master Blaster and

your energy supply and when this is gone you are dead.

## I CAN'T SWIM

Littering the landscapes are numerous natural hazards, such as ponds, rocks and deadly snot.

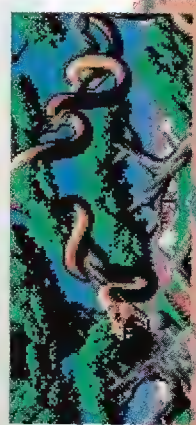
In the snowy stages ponds and lakes are covered in ice so you'll have to run across them as quickly as possible to avoid falling in. If you end up in the water this kills you instantly. The main aim of your challenge is



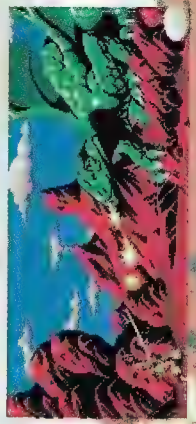
Lying on the ground in some of the sectors are pools of deadly snot which reduce your energy should you walk on them

to gather souls for the sword, indicated by blood on the blade at the bottom of the screen. The way to do this is to kill your foes.

Not all of your enemies will have souls and as a result their deaths will not always replenish your sword. They are, however, still worth killing, otherwise they'll destroy you!



The snake is devious, you'll have to kill it by chopping off its head. Beware of the tail because it doesn't die on decapitation



This dragon follows you and is an avid believer in fire breathing. Again a blow to the head should send the beast to meet its maker



The three Stooges sit stamping their feet and punching the ground in an attempt to kill you. A sword blow to the head should to kill them

# FACT FILE

Software Houses: Microprose  
 Development Team: The Thought Train  
 Programmers: Lee Hodgson, Mark Davies  
 Graphic Artist: Drew Northcott  
 Music: Justin Scharvona



**World Class Leaderboard** was the best golf game of all time, but I stress WAS. Microprose Golf has succeeded in surpassing it in every way.

Using vectors to convey the bumps and hills of the course turns out to be incredibly effective and looks very realistic indeed. The speed at which they move in camera mode is as fast as the ball would travel in real life.

Everything in the game has been immaculately presented with realistic sound effects and seemingly digitized background screens to the menus.

The worst point of the game has to be the control method which is unusual to use before you get a bit of practise.

Microprose Golf is an amazing product, there's no doubt about it. Miss it at your peril. In the world of sporting games this would be classed as a GTI!

**£34.99 OUT DECEMBER**



The ST version is as equally impressive as the Amiga, if not more so. The vectors are slightly smoother but the sound is identical, pretty rare when the ST conversions are concerned.

**£34.99 OUT DECEMBER**



What can I say? The PC version is virtually identical to both the other versions, the only differences being the improved graphics and sound.

**£39.99 OUT DECEMBER**

**X-RATING: XXXXX**

**Gameplay: 17/20**  
**Lastability: 16/20**  
**Presentation: 17/20**

# MICROPROSE GOLF

## TIME FOR TEE?

Exit the main menu. Used by shandy drinking nancies!

Click on this and you'll be able to change the style of camera shot

This shows you the wind direction and gives you the speed

Surrounding the main sprite is the power bar in the shape of a circle

Call your caddy over and select your club

When you are ready, click here and you'll start to take the shot

This can only be used for teeing off; it chooses the height of the ball from the ground

Have a look through the binoculars to see what lies ahead and then return to take the shot

This returns you to the isometric view of the hole to have another brief look

1: Brains

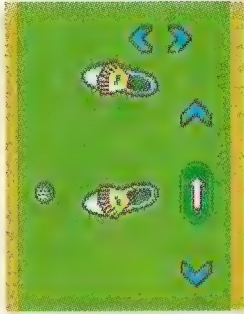
0 (S) Driver 456 yds

This allows you to select the stance for taking the shot



**Golf is a noble game, apparently always followed by a triple measure of Bell's Scotch Whiskey. The latest attempt at bringing the sport to the computer promises to be the most realistic yet...**

When putting, it is advisable to have a look at the vectors to show where the slopes are and to check the speed of the green

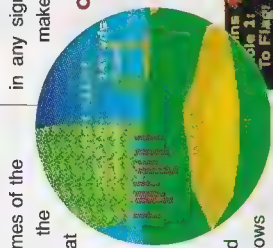


Before taking each shot you can go through the motions of getting your feet in the right place. This should be tried at least once

Yes, once again, it is time to pull on your baggy trousers and run out onto the grass to indulge in another bout of clubbing balls to death. That's right, golf.

With so many games of the sport already on the market you'd think that nothing new could possibly be done.

You'd be wrong. Microprose Golf offers more new features than you'd think possible, and throws them all at you at once.



Oh, that was unlucky, a slight hook and the ball has landed in the bunker. These can be difficult to get out of and usually cost you a shot

There are a number of different competition types, six different courses, and a choice between left-handed or right-handed players.

The latter doesn't alter the game in any significant way, rather it just makes the look of the whole happens to travel.

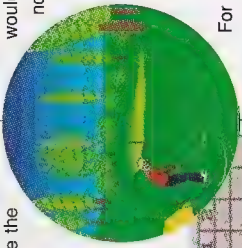
This can follow your shot along the fairway, into the water and bunkers, in fact anywhere the ball happens to travel.

There are a few different styles of camera shot. You can spin round the ball and watch it land, or alternatively follow it through the air - the choice is yours.

The game is mouse controlled and everything is performed by simply clicking on the icons. When the shot is taken, precision clicking is required to ensure accuracy.

On the green you can look at the vectors to determine the

Just over the brow of the hill is the green. Try to get the shot to land just short and the ball should roll nicely into position



This is the amount of power you would need for the shot on a normal, flat green. If the green is fast, for example, then a less power will be required, and vice versa.

**HOLE IN ONE**

For beginners there is an option to practice on the driving range or putting green just to perfect your accuracy and technique. This can also be used if you aren't particularly good at the game and keep losing.

Just for that little personalised touch to your player you can also select the colour of jumper he wears. Not that it helps in any way. There is also an option to save your character onto disk if you so wish.



The isometric view of the course can be used for planning the route and aiming your shot

The score table shows all you need to know about what par the hole is and what score you've got

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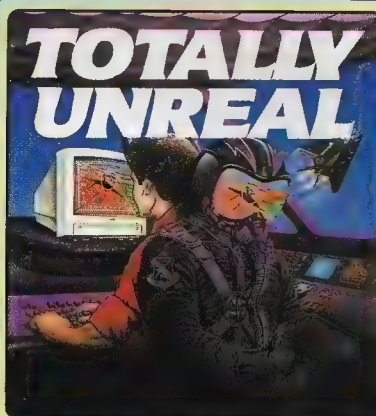
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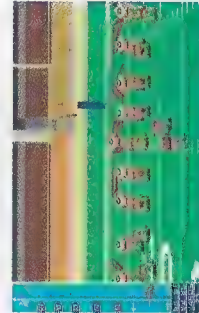
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Accolade now kindly  
presents us with  
another to savour.**

# MIKE DITKA ULTIMATE FOOTBALL



The San Francisco playbook gives you an insight into strategies so you know exactly what's going on



The touchdown has been made and the leds are going for the goal. The chances of missing prove to be negligible

Until the vast wave of American football games, merchandise and also television coverage stormed into Britain a few years ago. The point of this unusual game was something that usually managed to escape the roast beef and Yorkshire pudding eating English gentleman.

Quite rightly too! It's damned uncivilised isn't it? Numerous enormous hairy fellas hurling themselves around a field, chasing a little oval

ball and jumping up and down on each others heads. It's just not cricket is it?

However, thanks to Channel 4, many Brits have actually managed to suss out the reasonably complex rules of this unorthodox sport.

## BUTT KICKIN' SUPERBOWL MADNESS

Originally appearing on the Mega Drive, this PC version is modified so as to utilize the extra add-ons of your PC. Rather than waffle on about this and that I'll tell you about all the features in one fell swoop.

Firstly, it uses 256 colour VGA graphics, incorporates digitized speech (when using the appropriate sound card), and also displays highly detailed player animation.

Secondly, it includes 28 pro teams to get to grips and fool around with, gives 32 man rosters, and allows for variable skill levels.

There are four different passing modes which can be used in real-time and you also have the facility to allow user or computer assisted receivers.

On top of this you have the option to edit your plays, view replays, and select any one of four

different camera angles throughout the game. If all this means absolutely nothing to you, tough, 'cause I'm not explaining it!

## HOW DOES IT PLAY?

For my money though, I'm not particularly fussed as to how many fancy features a game has, for my biggest concern has really got to be the overall playability.

Control of the game is not the easiest I've ever encountered. Off the pitch the strategy elements are easy to initiate using simple 'play' options where you take your pick from a pre-determined collection.

It so transpires though that on the pitch things don't turn out to be so straightforward.

Cycling through your players and trying to get them exactly where you would like them, when you want them there, is by no means the simplest of procedures.

Regardless of your control method, which may be either mouse, joystick or keyboard driven, the game is decidedly fiddly.

Using a simple flashing icon to indicate which player is active you would think that things would be easy to monitor.

Unfortunately this doesn't happen to be the case. Control is sluggish and quite slow, leading to some truly frustrating moments!

## FACT FILE

**Software Houses:** Accolade  
**Programmers:** Gene Smith, Sam Nelson, Keith Orr  
**Graphic Artists:** Roseann Mitchell, Jeff Rianda  
**Music:** Russell Shiffer



So, how does it compare to Joe Montana? Well, to be quite honest it is better but it's still doesn't rate as a really brilliant football sim. When compared to, say, John Madden '92 on the Mega Drive, Mike Ditka pales into insignificance.

The graphics are not as good as they could be and the foreshortening effect on the sprites proves to be far from convincing.

However, there are loads of options and you can have a fair amount of fun developing your own plays to modify things to your own specification.

Control is the biggest let-down. When there's a lot of action on screen it gets a little out of hand. The computer tells you which player is active and then proceeds to cause problems when controlling this person!

Overall, this is probably the best football sim I've seen on the PC but it still doesn't have quite the same level of playability as other such games.

Although the array of features is impressive, the package is let down by the gameplay.

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The Mega Drive version of **Mega Drive** has already been released under a slightly different name and, because it is a console based title, much more emphasis has been placed on the arcade-style elements.

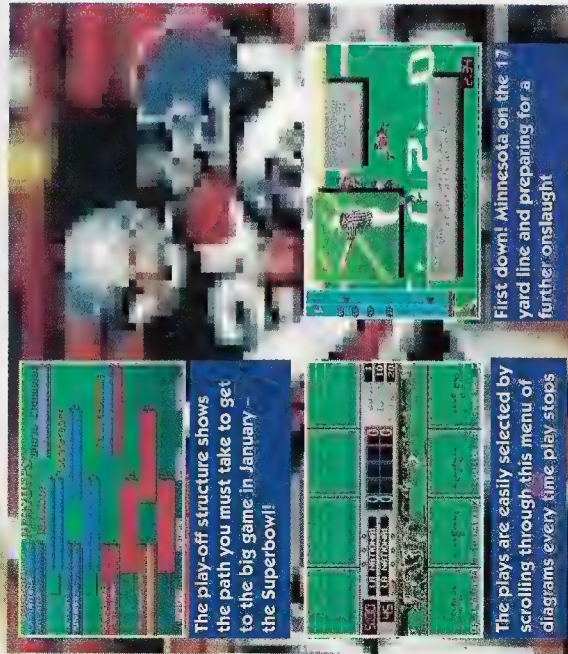
To discover the major differences turn to Console Connections.

**X-RATING: XXX**

**Gameplay: 13/20  
Lastability: 13/20  
Presentation: 16/20**



Play begins as your snorting bulks of muscle prepare to throw themselves upon one another in a display of unmitigated sporting violence



The play-off structure shows the path you must take to get to the big game in January - the Superbowl!

The plays are easily selected by scrolling through this menu of diagrams every time play stops

First down! Minnesota on the 47 yard line and preparing for a further onslaught

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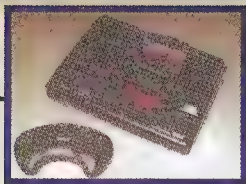
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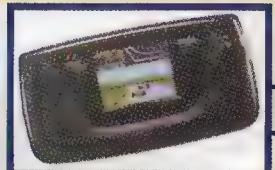
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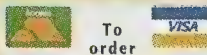
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# WORLD CLASS RUGBY

**Why have Audiogenic released a Rugby sim after the World Cup? Surely the game would have done better while the Cup was still up for grabs, but perhaps the programmers know something we don't?**



**R**elaxed shortly after the Domark Rugby title, Audiogenic's effort uses the same style of play but improves on Rugby: The World Cup.

The action's viewed from behind using an elevated 2D perspective, although you can change the viewpoint to 3D if you prefer.

## RUN LIKE HELL

World Class Rugby includes all the aspects of the game seen in a real Rugby match, and you'll have to win scrums, dominate the line-outs and steam up the field in order to score a well-deserved try.

The controls are simple: use the stick to move your active player (indicated by an arrow) and tap the button to pass the ball. A quick tap



You better build up your muscles because you are going to need all your strength to waggle the joystick furiously in order to beat the opposition in a scrum passes the rugby ball to a player near to you, while holding down fire and when caught control automatically swaps over to the player in possession.

While the ball is in mid-air you



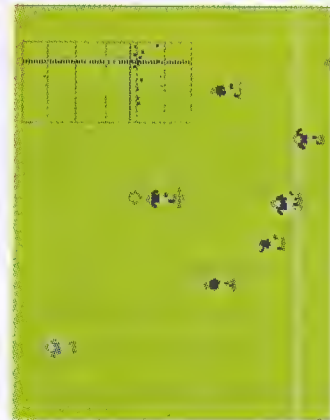
Should the ball stray out of bounds you will have to compete in a line-out. Choose from the various plays and lob the ball down the line, hopefully to gain possession

With the ball in your arms you have three options. The first is to run like hell up the field and hope you don't get tackled. You could try passing the ball along the line, or if you're running forwards you could kick upfield.

To determine the distance of the kick, hold down fire — the longer it's held the further the ball will go.

If you follow the kick with a quick tap the ball will be drop-kicked, thus giving you a better chance of scoring three points.

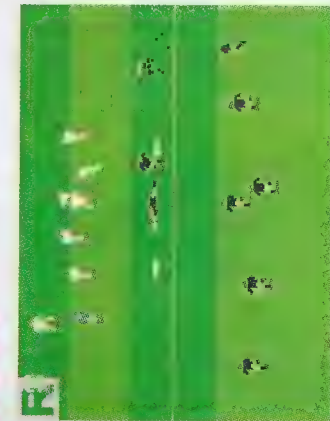
## IT'S DOG EAT DOG OUT THERE!



World Class Rugby includes both 2D and 3D views, as well as the choice to watch the action from a distance and therefore gives you a



chance to plan complex plays and manoeuvres more carefully. In addition, if you miss a piece of the action or want to watch a particularly



impressive try again, you just select the action replay option and you will see the play again, even in slow motion if you wish

## FACT FILE

Software House: Audiogenic  
Development Team: Denton Designs

You won't find anything particularly outstanding about World Class Rugby, but it does offer a playable video simulation of this complex sport.

It includes realistic animation of the players and a variety of sampled sounds, especially the cheers of the crowd.

Another excellent feature is that you are involved in every aspect of the game including the line-outs, scrums and rucks, passing and tackling as well as all the various penalties such as sending offs and off-sides plus more.

To put it simply World Class Rugby is an excellent simulation that is easy to play and, more importantly, enjoyable.

The end result is a product that offers an action-packed game that rigger fans will love.

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Every bit as playable as the Amiga version with only minor changes in the presentation. In my opinion the definitive Rugby simulation. Look out for it now!

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Every bit as playable as the Amiga version with only minor changes in the presentation. In my opinion the definitive Rugby simulation. Look out for it now!

The 8-bit versions are equally impressive and taking into account the various machines' capabilities the conversion is every bit as enjoyable as their more powerful 16-bit counterparts.

**£15.99 £10.99 OUT NOW**

**X-RATING: XXXX**

**Gameplay: 16/20**  
**Lastability: 14/20**  
**Presentation: 15/20**

# CONSOLE CONNECTIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

**GAME: XENON 2**  
**MACHINE: MASTER SYSTEM**  
**PRICE: £28.49**  
**SUPPLIER: KC'S COMPUTERS**

**W**hen the Xenites lost at the end of the original Xenon, no one realised that they would be back. But back they are, and with a vengeance.

They have planted six time bombs throughout the ages of history and it is up to you to save the world once more.

Piloting an even more advanced space craft than the first, you must battle through six increasingly difficult levels while trying to finish off the Xenites once and for all.

The craft can be powered-up with a vast array of large weapons, all of which cause major destruction to Xenite nasties. Most of these weapons will link



onto the outside of the craft and they range from missile launchers to wide laser guns.

The lasers are so effective that they plough through anything in their path with the greatest of ease.

There are also many bonus items for you to collect from all over the levels. These are gained by selecting and then blasting open boxes to reveal the items, and range from power-ups to very useful smart bombs.

Throughout the stages there are large mega-beasties to kill, which need an incredible amount of bullets slammed into them before expiring.

When they do so you'll be given a chance to enter the shop in which you can buy and sell items. Everything you will ever need in the game can be bought here: energy, weapons, power-ups and even the infamous Bitmap shades! The better the weapon the more it'll cost.

Xenon 2 is very good in the graphics department, especially when you consider that the Master System is only an 8-bit machine.

All graphics are surprisingly similar to the now classic Amiga version which is an achievement in itself.

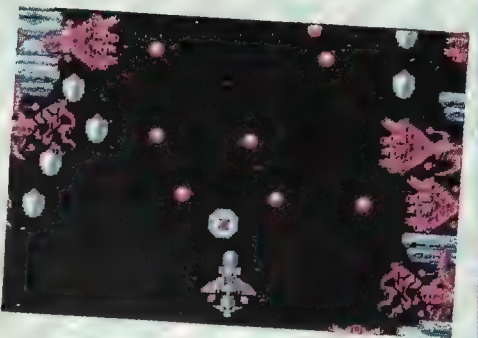
Sound too is good, complete with a faithful rendition of Megablast from Bomb the Bass playing throughout.

The only real down points of the game are that the collision



detection is a bit dodgy. The graphics have the usual Master System flicker to them and when too much emerges on screen the action does tend to slow down a bit.

Nevertheless, this is still a good shoot'em-up and sufficiently violent to keep everyone happy for a while.



**X-RATING: XXXX**

**Gameplay: 14/20**  
**Lastability: 13/20**  
**Presentation: 15/20**

The best has just got better and Madden '92 looks set to score a field goal over the original cartridge. But will Mike Ditka Power Football manage to beat Electronic Arts' effort to the end zone...?

## PASS THE PIGSKIN

Yep, a load more American Football games are on the release schedule to tie in with the Superbowl early next year. The first are obviously John Madden '92 and Mike Ditka Power Football, (see further on for full reviews on each).

Following shortly behind is Tecmo Super Bowl for the NES, Tecmo Bowl on the Game Boy, Joe Montana II on the Mega Drive, Joe Montana on the Game Gear, and Bo Jackson on the Game Boy.

Tecmo Bowl on the Game Boy is a surprisingly

accurate conversion of the popular American football sim on the NES, while Tecmo Super Bowl is heralded as a more advanced cart than the previous one in that it offers a variety of extra features, such as stunning cinematic displays.

Joe Montana II is the follow-up to the particularly average Sega sports simulation. This updated version presents a bundle of new features, the most prominent being the speech that bursts from the speakers for the majority of the game's duration.

A TV announcer constantly updates the on-field action by giving detailed play-by-play reports. Short animated sequences interrupt gameplay, as well as an appearance by Sonic the Hedgehog!

Joe Montana on the Game Gear is based around the famous football player's on-field antics on the Master System, while Bo Jackson on the Game Boy is a two-in-one cart that features Baseball as well as American football!

All should be appearing in the next few months, so

don't forget to keep a watchful eye on these pages for a full review.

## CHRISTMAS LYNX TITLES

More news on the latest Lynx titles soon to appear. The first is Awesome Golf and is billed to be exactly



what it says it is – awesome! The game will utilise the Lynx's power to scale sprites to the full, thus allowing you to zoom into any area of the course and view the shot from almost any angle.

Featuring a complete set of clubs to choose from, it also allows you to compete against numerous other players and on different courses.

**Robotron 2084** is an exact conversion of the William's arcade classic and, like the original, the Lynx version will feature hectic action, ear-shattering sound, and stunning visuals.



**Xybots** was immensely popular in the arcades, and now Atari brings you the Lynx version which includes great cartoon graphics plus all the action that appeared in the classic maze-based shoot'em-up.



Finally, there is **Crystal Mines 2**, a Boulderdash clone, said to be every bit as addictive as the original. **Crystal Maze 2**, as with the other titles, is due for release over the Christmas season and early 1992.

## HINTS & TIPS

### TOEJAM AND EARL – MEGA DRIVE

There is a hidden level in this hilarious game, and if you find it you'll be blessed with extra lives as well as a load of other goodies to boot.

To get to it, head to the bottom left of the first island and use the icarus wings or the inner tube to travel across the water and then on to the bottom left of the world.

There'll be a hidden island there, so just fall through the hole in the centre of the island to get to the hidden level.

### MARVEL LAND – MEGA DRIVE

There is a secret stage select screen on this playable platform game. In order to find it simply enter the password ARDE.

If you want to play in the Digest mode, then enter the code GIL AND KI. Do this and you have the option to warp to the level of your choice.

Thanks to:

**KC's Computers**, 3 High Street, Loughborough, Leics LE11 1PY. Tel: 0509 211799

**GAME: ROBOCOP 2**  
**MACHINE: GAME BOY**  
**PRICE: £24.00**  
**SUPPLIER: KC'S COMPUTERS**



**D**owntown Old Detroit is hell on Earth. Drugs are pedalled every day and the drug lords are getting increasingly powerful.

To add to this the police are also on strike, meaning that there is no one to stop this mess. However, there is one police officer who continues to work.

He is the metallic lawman, **RoboCop**, once known as **Alex Murphy**. He continues to fight crime and battle with the drug lords in a bid for justice and public happiness.

The game, as with the film, centres on his fight against one baron, **Cain**, who produces the most addictive drug in history, **Nuke**. Produced by Ocean Software this is a platform game.

You control the metal marauder as he leaps around the levels killing people with a swift bullet to the head and saving members of the general public.

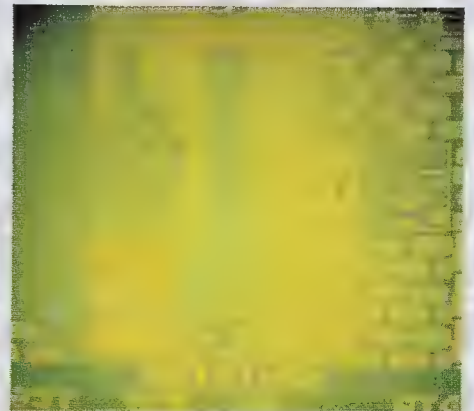


Some of the level scenarios are fabricated and don't relate to the film in any way. The first level, for instance, sees **Cain's** gang having gained control of an **ED 209** which you must destroy.

The eventual outcome would hopefully be that you kill **Cain** and overthrow his drug empire; fail and he'll ruin the City, allowing **OCP** to build **Delta City** in the process.



The graphics are very well drawn and the scrolling is smooth with all the sprites looking very cartoonesque. **RoboCop** himself is well animated and moves



around quickly enough to make the game addictive.

The controls are easy to master but soundwise it could have perhaps been a little bit better.

**RoboCop 2** is one of the best games I've played on the Game Boy and you'd be an idiot to let it pass you by. However, be warned, it is far from easy and can become very annoying indeed.



**X-RATING: XXXXX**

**Gameplay: 17/20**  
**Lastability: 16/20**  
**Presentation: 16/20**

**GAME: MIKE DITKA  
POWER FOOTBALL  
MACHINE: MEGA DRIVE  
PRICE: £34.00  
SUPPLIER: KC'S  
COMPUTERS**

**A**nother football game in the same week? Blimey! Prior to this the only decent American footie game available was John Madden.

Now the coach of the Chicago Bears is putting forward a challenge to push the ageing commentator off his throne.

Mike Ditka Power Football has various match types including a single exhibition game, the play-offs, practice, and the final drive.

The single game is a straightforward match between two teams for either one or two players. The play-off is a competition between 16 teams for the biggest football.

The practice option is fairly self-explanatory and the final drive is a test to see if you can lead your team to



Selecting beginner will freeze the action while you toggle through the wide-receivers and choose the pass.

However, competing at professional level will require you to plan the pass, avoid the charging linebackers and throw the ball, all at the same time too!

You can also toggle on and off fatigue as well as injuries.

Penalties are optional, as are fumbles and the wind.

The game is viewed from behind



victory or not. Each quarter can be either three, five, ten or fifteen minutes long, and includes a sudden death play-off should the result be a tie at the end of the fourth quarter.

Before the opening kickoff a scouting report will appear, which gives you the low-down on each team's strengths and weaknesses. Next, you will have the option of changing the conditions of the game, starting with the difficulty level of the passing.

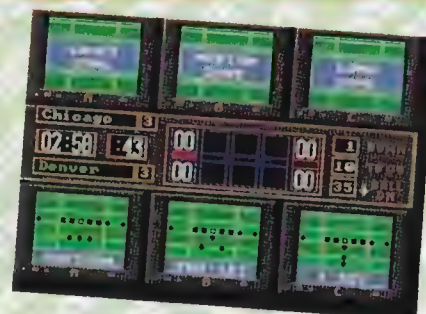
the offensive line and scrolls up the pitch when the ball is in play. To choose from the various moves all you have to do is simply tap button A, B or C according to the diagram that represents play.

Due to the amount of plays included you can change from passing plays to running plays to field goals, or if you're in trouble punt the ball into your opponent's half.

I'm afraid there is no comparison between Mike Ditka Power Football and John Madden '92: the latter is far superior in all respects.

The game is graphically quite good, but the animation of the players is poor and it runs fairly slowly.

It has a wide variety of options, fatigue for example, while various difficulty settings make the game easy for all types of player. Sadly though Mike Ditka still fails to score a touchdown.



**X-RATING: XXX**

**Gameplay: 13/20  
Lastability: 12/20  
Presentation: 14/20**

**GAME: F-22 INTERCEPTOR**  
**MACHINE: MEGA DRIVE**  
**PRICE: £39.99**  
**SUPPLIER: ELECTRONIC ARTS**



**P**ut yourself in the seat of a fighter pilot flying an incredible F-22 Interceptor, a fast and manoeuvrable ATF. You will be put up against some of the most awesome Soviet and Iraqi fighters used today as you battle it out for air superiority.

There are an infinite number of missions to fly, probably 'cause there is a mission designer allowing you to make your task as hard or as easy as possible.

There are also five preset challenges for you to tackle, each progressively harder than the last.

To get you off on the right foot there are three difficulty levels: the Cadet level will start you from scratch, showing you all the foes you are likely to encounter during the rest of the game. It will also give you an insight into the weapons you will be eventually using.

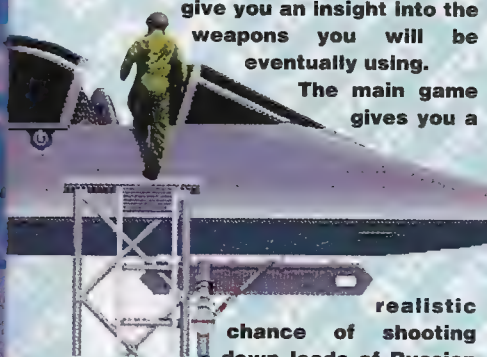
perfect but they sure do make the enemies shortened life hell.

The vector graphics are smooth and fast, proving that the Mega Drive can handle such things with ease.

All the opposition planes move very quickly and shooting them down is extremely hard to do, especially when you've completely run out of missiles and are resorted to using your cannon. Very difficult, believe me!

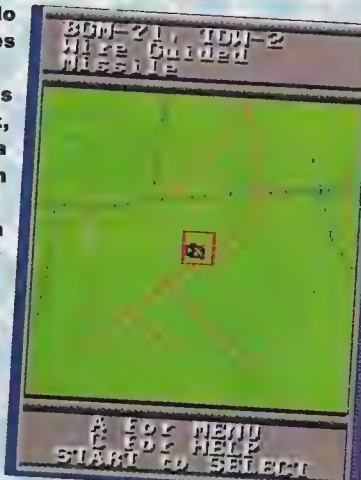
Soundwise the game is very good with many realistic blasting and exploding effects. There is also an up-beat tune that plays throughout which keeps the adrenalin pumping.

This is a most enjoyable shoot'em-up that should appeal to flight sim fans and blasting freaks alike. Go out and buy it now and realise exactly what it is you are missing.



The main game gives you a realistic chance of shooting down loads of Russian fighters and destroying tanks. There are three main game views that can be selected so you can discover how you prefer to play the game.

You are armed with many weapons which include your cannon, sidewinder missiles, self-guided missiles, heat seekers, plus many more. Each isn't



**X-RATING: XXXXXX**

**Gameplay: 18/20**  
**Lastability: 18/20**  
**Presentation: 17/20**



**GAME: JOHN MADDEN FOOTBALL '92**  
**MACHINE: MEGA DRIVE**  
**PRICE: £39.99**  
**SUPPLIER: ELECTRONIC ARTS**

**J**ohn Madden Football - the best football sim on the Mega Drive and voted by the software industry as the best video game of 1990. But now the best has got better. Madden returns in a bigger, bulkier and beefier '92 version.

The game is basically the same as the original although it has a number of added features, the first noticeable one being the addition of more teams, thereby increasing the number in the league from 17 to 29, and including sides like the Dallas Cowboys as well as the Phoenix Cardinals.



As with the original, you can play in a regular league or, alternatively, start or continue the play-offs, comprising of a sudden death match where the winner is the team who scores first.

Finally, the pre-season allows you to practice without penalties. Having selected the type of game you wish to play you must then change teams, choose between a one or two-player game, (either as team mates or head to head), and decide whether to play five or fifteen minute quarters.

Each team has its own set of statistics and when you begin the match



**#11 INJURED BY #25**

Having two large gangs of muscly men bashing into each other at speed inevitably results in a nasty accident



a report will inform you on how well the teams compare to each other in the various areas of the field.

You may also choose which type of stadium to play in. Select a dome and the weather will always be fair, whereas competing out in the open allows you to include snow, rain and strong winds.

The weather affects the speed at which your players are able to run, and the wind drastically alters both passing and kicking plays.

John Madden '92 includes more plays than the original game. Extra moves include running and shooting. Various special moves can be called on by using the audibles.

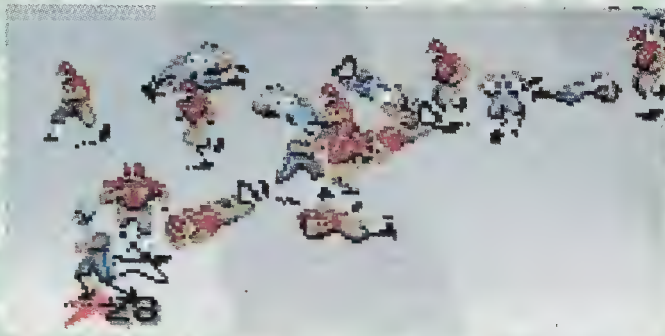
Each team also has substitute players because in this version the players are likely to be injured! When this happens the victim will collapse to the ground before an ambulance rolls up to take him off.

You will then have to change your plays to suit the skill of the new player. You can also use the new action replay option to watch your player getting sacked and pause the action when every bone in his body is being snapped in two!

John Madden '92 is a definite improvement over the original but maybe

owners of the previous game will feel somewhat cheated after purchasing this new version.

This is because the two are virtually identical apart from minor improvements

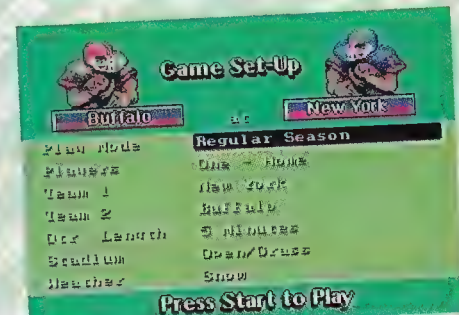


on the '92 cart. I can't say they warrant forking out £40 for a few extra plays and the like.

If you don't own the original John Madden, buy the '92 version! If you have the first cart, think very carefully before spending the cash.

**X-RATING: XXXXX**

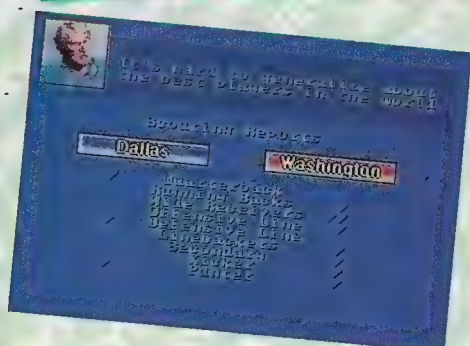
**Gameplay: 17/20**  
**Lastability: 17/20**  
**Presentation: 18/20**



The crowd only go mildly crazy as your team stumbles forward for a modest gain in yardage

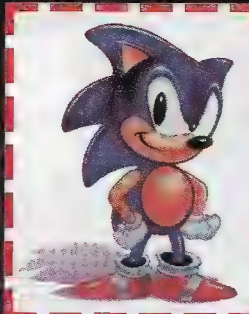


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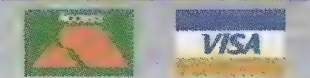
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# Compact Disc

**CD technology has revolutionised the way we listen to music. Vinyl records are all but redundant and magnetic tapes are under threat. Will the effect on the computer industry be quite as spectacular...?**

**S**o what's what? The range of CD units available is huge, and getting larger as you read this magazine. OK, maybe not that quick, but the range is ever expanding. The key question remains, will the different platforms for a CD based system fail to complement each other, with the possibility of cancelling each other out leaving no set format?

Initially an agreed international standard was set, which allowed a CD to have a whopping 650 Megabytes of information on a single 12cm disc. Its potential was very quickly realised and the basis for all CD systems was set in stone.

The robustness of each disc is worthy of note. Whereas magnetic disk systems can easily be wiped, or actually misread by the passing head, the chances of this happening on a compact disc are vastly reduced.

The laser beam reads optical pits in the disc, but doesn't actually touch the surface. Marks such as fingerprints are ignored because they're out of focus to the passing beam.

## CD - THE HARD FACTS

Phillips CD-ROM - Compact Disc Read Only Memory - was the first to burst on the scene. Taking the ideals behind audio CD, it utilises the platters as a versatile storage medium for quick retrieval of information.

Basically, its function was that of a monster sized Hard Disk using the 650 Megabyte storage capacity, with the features of full archive but without any save function on it. Although CD-ROM has already set the standard to the home entertainment public, it is lacking in many respects, particularly games. Most are shovelled directly onto a single CD as existing disk based games.

If you're lucky you may have a CD quality speech and soundtrack, but the processor speed of



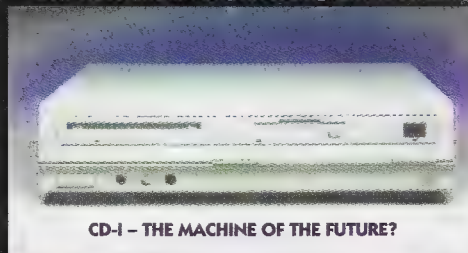
**CD ROM, CD-I, CDTV, MEGA FAMILIOM CD AND ALL THAT JAZZ CASTS SOME LIGHT ON THE MULTIMEDIA WORLD OF THESE GOODIES, AND WHAT THEY MEAN TO THE FANCY GAMES**

your computer dictates the rest, unless the images are transferred direct from the spinning disc.

CD-I - Compact Disc Interactive - is the latest, and much more promising, fixture for the CD medium. Whereas CD ROM requires a base machine such as a PC or a Macintosh, CD-I is a more consumer orientated medium.

Simply buy the CD-I package and bingo, you're away. Supposedly setting new standards for 'real-time interactive systems', it's a stand-alone multimedia system with real-time interactivity.

In English, that means it's capable of fast full-motion video and audio processing, and it certainly



CD-I - THE MACHINE OF THE FUTURE?

looks a winner for the future. All CD-I compatible CD's are usable on this system. You can also use it as a standard audio CD player, with video footage of the band in certain circumstances.

Commodore's CDTV is another interesting package. Based on the incredibly popular Amiga architecture, it is bound to succeed with its full multi-tasking ability, and dedicated chips for sound, graphics and animation.

An all in one package, your only requirement is a monitor and, with the ever increasing range of compatible discs available, you'll be ready to go.

It is a brave launch, especially in Europe, where the home entertainment market is a little on the staid side. People simply aren't yet ready to have a CDTV unit on the same pedestal as video and hi-fi.

With the announced launch of a CD add-on to the Amiga, making it CDTV compatible, I can see it taking off to an unprecedented degree in the CD arena, making it one heck of a contender.

However, CDTV does seem to have a limited vision of the future, which appears to be orientated only to its own technologies.



# Discussion



**CD,  
Z, GX  
URKY  
WHAT  
PLAYER.**

With more standardised systems being launched on the CD-I front, and on the existing CD-ROM standards, if it isn't careful Commodore could be left out of the running.

## CONSOLE CD?

CD is destined to be the mass media for the near future, and the leisure market looks to be one of the main benefactors of this upsurge, together with the fields of education and business.

It is therefore no surprise that those giants of the games industry, Nintendo and Sega, are getting in on the act. Sega are launching a CD system based on the incredibly popular Mega Drive.

Known as the Mega CD, it's basis as a games-based CD medium is there for all to see. Only just released in the states, it offers spectacular sound capabilities with state-of-the-art graphics.

Phillips are the lucky chaps behind the elusive Nintendo CD licence and have developed a rather special CD device for Nintendo. The major drawback concerning this gaming medium is it's basis and parent system, the Super Famicom.

Although available from selected retailers, the Famicom isn't officially available in Britain. The question remains, will we see this remarkable Phillips/Nintendo collaboration come to fruition in the UK?

Unlike the Commodore, the Sega Mega CD and the Phillips licensed Nintendo CD player are aimed solely at the home leisure market.

Being able to play games with CD quality sound and graphics is a major boost, especially with their famed games such as Mario being specially prepared to exploit this technology.

Designed as a CD system for the games player, you can expect a high quality hardware base, with spectacular music, graphics and blitter chips to match or possibly even better the Amiga based technology of the CDTV.

However, the major pointer must be whether the massive ground base of Amiga owners will be swayed to move away from their beloved Commodore machines.

The future is as varied and as colourful as a CD's reflections. Only time will tell the successor.

## GLOSSARY

*A Games-X in-depth look at what the blazes everything really means in the blurb you'll come across.*

**CD - COMPACT DISC** - A silvery platter, normally used for dire Dire Straits albums. They can contain a lot of computer information, and can take lots of damage. Apparently, they can still play even when smeared with butter - although we don't recommend it.

**CD-G - CD GRAPHICS** - An essential extra for your chosen player, so you can watch the band leap around while listening to your fave grooves.

**CD-ROM - CD-READ ONLY MEMORY** - The computer version of a Walkman. Contains lots of information but can't be written on like a floppy, unless you've got a marker pen. Acts like a glorified Hard Disk with a silver suit, however you need a computer to exploit it.

**CD-I - CD-INTERACTIVE** - The stand-alone system doesn't require a computer, since all the necessary hardware is inside. Unless you want a basic aesthetically pleasing box, you'll need some speakers and a decent television set. Graphics, sound, animation and video can all be relayed simultaneously in real time, or 'interactively' as the blurb goes.

**CADDIES** - A strange phenomena with most CD devices used outside the hi-fi field is the use of caddies. You can't simply insert your disk into the machine, but need to put them into a special box beforehand - designed for the maximum possible irritation.

**APPLICATIONS** - Frequently mentioned in CD blurb, basically these are atlases and encyclopedias, although you may find the occasional game listed there.

**DIGITAL SOUND** - Very high quality sound. Especially noticed when CD bores witter on about the quality of CD sonics.

**DIGITAL VIDEO** - A few frames of slick animation of VHS quality, without the problem of a big black tape and a sluggish fast forward.

**REMOTE CONTROL** - Sounds high tech and flashier than it actually is. In reality it's a real pain trying to line up your control panel with the infrared receptor.

**FULL RANGE OF PORTS** - Check these, and ensure you have a space for your headphones. Believe it or not, some CD units still don't include this fundamental item but include 'essentials' such as modern ports for home shopping.

*And there are many more for you to take delight in discovering...*

## CD GAMES - THE NEW FRONTIER

At the moment the market for CD games can only be described as a tad limited. Commodore's CD-TV is fairly well supported in the UK and there are a fair few titles which have been converted to this format in order to keep people happy.

Games such as Lemmings from Psygnosis and Xenon II from the Bitmaps have been ported directly across with the only significant changes being in the sonics department.

The PC format CD games are also in a similar situation, whereby old games are simply shovelled en masse onto a whopping great memory capacity CD and sold all together. For example, it's possible to buy the first six Ultima titles all on the same CD!

The graphics and sound are all exactly the same, they're just bundled on a single high capacity disc. Thrilling or what? There are vast quantities of this 'shovelware' on the market and very few titles have any enhanced features.

They range from F-15 Strike Eagle II from Microprose to Life and Death from Mindscape, along with many others. However, they're nothing new and exciting are they?

Other more recent PC titles are look slightly more interesting. For example Sierra On Line has CD compatibility in some of its more recent VGA releases. Kings Quest V is one worthy of particular note because when the CD is being used all of the sound is dragged in from the disc.

All interaction with other characters is represented with speech rather than text, and when characters talk the sound from the CD is sync'd in with the animation of the faces. Flash or what, eh?

Likewise, Jones In The Fast Lane, Stellar 7 and Mixed Up Mother Goose also support CD-ROM in a similar way with some rather smart music and suitably atmospheric talky bits.

## UP AND COMING TITLES

But what can we expect in the coming months? Well, it would appear that all the major software houses are preparing themselves for a positive spurt of CD releases in the early months of 1992.

For starters, owners of the CD-TV unit can expect a menagerie of re-releases to take advantage of all those lovely jubbly features.

US Gold has handed over loads of titles to the big boys at Commodore and you can expect things like Monkey Island, Loom and Indy and the Last Crusade to be storming over to your screens sometime in January.

Following this you can expect some of the

**A** part from the imminent release of Xenon II, the Bitmaps have as yet no specific plans to produce any more CDTV titles. However, should the opportunity arise the likelihood is that it would be an original release as opposed to another re-release.

The CD version of Xenon II has come along quite a way from the original release, with all of the significant changes being made in the sonics department. The release version will have the 3D sound system that was previewed on Tomorrow's World and this will include both 500k of sampled sound effects as well as 10 different Rythm King sound tracks.

Pieces of music have been contributed from Betty Boo, S-Express as well as Bomb The Bass who have been back into the studio to record six different remixes of the original Megablast track. To compliment this the game will also include proper speech in the shop section as well as a spoken word interactive manual.

The Bitmap's see the biggest problem for CDTV producers being the cost of producing a suitable soundtrack. They see themselves as being lucky considering they have record company links, but other firms will have to license a soundtrack or pay an artist to go into the studio. This is very costly and will put many firms off production.

The new CD formats coming out will all benefit from each other as cross development is a very viable option for software houses. One of the big advantages of CDTV though, is that it's still basically an Amiga and there are loads of programmers out there who know the system inside out.

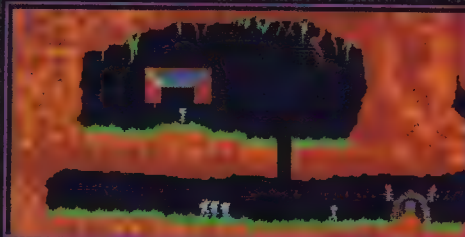
## BITMAP BROTHERS



excellent Delphine titles to follow such as Another World, Cruise for a Corpse and Operation Stealth.

Accolade is set to unleash a very impressive golf game on CD-TV under the banner of Jack Nicklaus Golf. This apparently incorporates over 14,000 digitized photos to give a truly realistic impression of yourself roaming around a world class golf course.

Psygnosis is getting all excited about this new medium, and we can expect some pretty natty stuff from these lads. A new release called Microcosm, a



Oh Yes! It was inevitable that those suicidal little creatures would appear on CD and with their new sound effects should cause even more gamer heartache!

sort of 3D 'Fantastic Voyage', looks set to thrill the games playing public.

Embark on a journey through the human body in true Asimov style, deal with germs and bacteria as you travel through digitized locations modelled on real internal human gooey bits. Euch!

## THE SPOKEN WORD

Other titles in the pipeline are Falcon from Mirrorsoft which will include background radio chatter and snazzy music, as well as a totally redesigned version of the excellent MiG 29M Super Fulcrum from Domark.

On the PC side of things we can expect all sorts of lovely goodies. For starters the wondrous 20 meg classic Wing Commander II is set for release, and although basically serving as a hard disk space saver some of the new features look set to be even more stunning than the original floppy disk version.

All the text from the original version is now spoken by different actors and you have suitably heroic sounding American accents for the good

## THE KREMLIN

**T**rivial Pursuit is going to be launched on the CDTV initially, although we are looking into other CD media such as the Sega. Trivial Pursuit is the most comprehensive CD product to date, with full animation and special effects, and everything is spoken in CD sound, recorded on high quality DAT tape.

Developing this product has taken 12 months. This isn't a shovelled piece of software, it is designed from scratch for the CD. Why? Because CD is such a new platform and is so powerful. When we started the design for Trivial Pursuit, we took our ideas from TV and Film, and not 'blinky-blinky' computer games, because CD has so much potential!





**Bomb the Bass'** famous soundtrack should be fantastic, and that's without the six new re-mixes they've just been in the studio to produce

guys and your typical demonic villainous snarls for the baddies.

Along with this you can expect a fairly snazzy version of Battle Chess to appear from Interplay through Electronic Arts. The CD version of this classic will include over 2mb of animation code for each individual chess piece as well as digitized music and speech throughout the game.

However, the real biggie that everyone is waiting for with bated breath is a mega project from Virgin games. Developed using multiple 486 PC's working concurrently, the new title, known simply as Guest, is a 3D adventure in a haunted house.

All of the graphics have been developed using some rather flashy CAD packages to give a truly amazing ray-traced solid 3D environment. The game is currently pencilled in for a 1992 release.

On the console front it's difficult to tell just how the UK market will react. Seeing as the Famicom, or Super NES, hasn't even been officially launched in the UK yet, I can't honestly expect the Philips/Nintendo CD collaboration to emerge for some considerable time.

However there can be absolutely no doubt that when the games do eventually emerge they will be of the very highest quality.

On the Sega front there is considerably more activity due to the fact that the unit has just had its US release. Games such as the amazing Hard Nova are already causing quite a stir, with its Final Fight size sprites coupled with Prince of Persia quality

animation and amazing music composed by some suitably famous Japanese rock group.

The only console CD standard which appears to be established anywhere in the world would appear to be the NEC unit for the PC Engine. In Japan it is certainly the most popular unit and there are many titles already available for it.

Unfortunately, the problem is again that the basic PC Engine has yet to be officially released in the UK, so you'll have to contact people like Console Concepts or KC's if you want to get hold of a unit or any of the flashy games that are available.

### COMPARE AND CONTRAST...

So does CD technology have a place in the games playing future? At the moment it's difficult to see which of the formats will stand the test of time. Obviously the CD-ROM on the PC is currently the most popular but it's doubtful whether this is going to last through the decade.

At present it is being used mainly as a hard disk space saving medium for titles which would normally be installed and take up loads of space as a result. For games like Kings Quest V or Wing Commander it's great because you save multiple megabytes of disk space leaving you with loads of extra room.

On the other hand, CDTV looks potentially like a really great idea. Unfortunately, what we've seen so far isn't all that impressive, although the new year looks set for lots of new titles such as Xenon II and Trivial Pursuit to be introduced.

The big advantage of CDTV is that it's basically a well established system that developers are already used to and shouldn't have too many problems converting titles for. Unfortunately expense is a major factor, and the average kid in the street is going to have problems lashing out nearly £500 for a usable system.

### INTO THE FUTURE

This brings us to the more futuristic systems on offer from the console manufacturers and those pioneering the wonder format - CD-I.

Both Sega and Nintendo are hoping to enamour the world with their CD interactive multi-media systems and both seem to be scrabbling to get the most impressive system on to the market.

Nintendo are currently being very quiet as to the specifications of their Philips collaboration, but the Sega unit looks like it could be quite incredible! Being more than just a CD unit the added scaling, rotation and sprite manipulation capabilities mean that this is going to be a force to be reckoned with.

Of all the formats on offer, the one that seems to have the greatest potential is the CD-I. With its real time interactive CD access, this looks to be the most promising multimedia product. Similar in approach to the CDTV this is the best of the stand-alone units and just as soon as some of the software houses dabble in the pleasures of interactive CD I'm sure this will really take off.



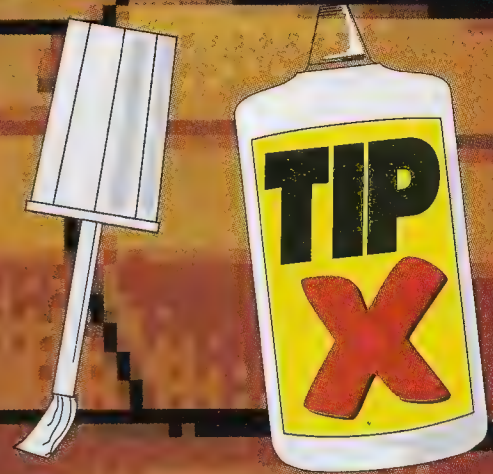
The one they're all waiting for. Guest utilises the latest CAD graphics and is currently being designed on linked 486 PCs. The result should be stunning!

**"Of all the formats on offer, the one that seems to have the greatest potential is the CD-I."**





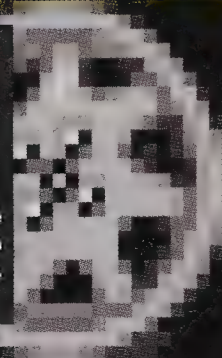
Nice to see that you all have the intellectual dexterity of a constipated baboon, as usual. Lots of truly eloquent letters from all you 100 per cent literate kiddies out there. It would be refreshing to receive a stimulating read for a change! In future, send all of your dreary spidery scrawls to Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.



## CJ'S ELEPHANT ANTICS

- CODEMASTERS

C64

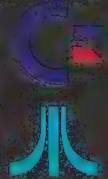


According to Steven Howie from Glasgow, the cheat we printed for CJ was actually wrong. Instead of typing in Itchy Arseholes you actually have to type Hairy Arseholes. Itchy? Hairy? What's the difference, eh?

## LOTUS TURBO CHALLENGE 2

- GREMLIN

You all think you're really clever, don't you? You all thought that sending in the level codes would show just how great you all were, didn't you? Well, I've got news for you! Ha! We found them all out ages ago. However, I must thank you all for being so kind in wishing to share your acquired knowledge.



Night Time Level 2: TWILIGHT  
Fog Level 3: PEA SOUP  
Snow and Ice Level 4: THE SKIDS  
Desert Level 5: PEACHES  
City Level 6: LIVERPOOL  
Marsh Level 7: BAGLEY  
Storm Level 8: E BOW



## GOLDEN AXE



- SEGA

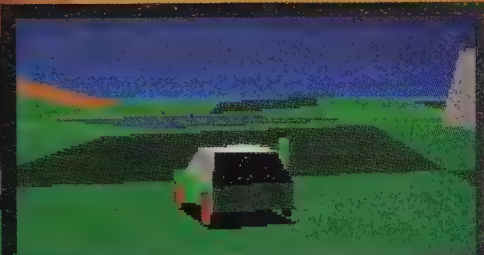
Bit of an oldie this but we've never printed the continues cheat have we? Well, all you have to do is push the controller to the bottom left and hold down buttons A, C and start.

## NAVY SEALS

C64

- OCEAN

Good grief! Yet another Commie cheat from my pal Stevie Howie from Glasgow! He reckons that typing in Braindead and then pausing the game will let you skip levels with the arrow keys. What a clever boy! I hope it works...



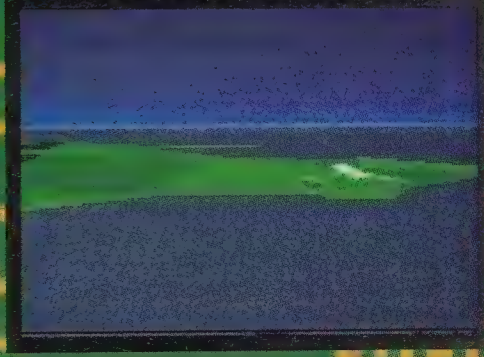
## HUNTER

- ACTIVISION




Some co-ordinates for the big difficult mission come from our Interactive resident roughie-toughie hard nut SAS trained high-tech Commando, Alan 'Chunky Bunko' Bunker.

Old Man - X181 Y107  
Master Key - X164 Y169  
Second Man - X099 Y061  
Professor - X049 Y115  
Nuclear Device - X028 Y227  
Floppy Disk - X100 Y225  
Third Man - X195 Y119  
Security Pass - X090 Y153  
Computer - X244 Y199 (don't forget to wear enemy uniform)  
Prisoner - X135 Y239  
Hacksaw - X151 Y121  
Monk - X085 Y174  
Injured Soldier - X010 Y036  
General's Bunker - X135 Y239

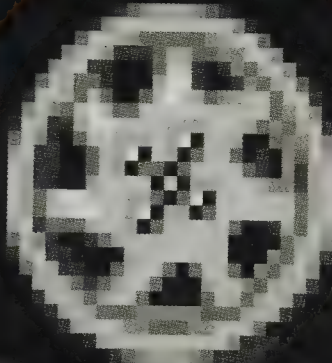


# ROBOCOP

- NINTENDO 

John Mather from Swindon has thoughtfully provided a cheat for all you mind-numbingly boring NES Robocop fans. When the game is over hold down buttons A, B, Start and Select simultaneously.

You should then return to the main title screen where you can select a continue option. Now continue with infinite lives!



# GAZZA II

- EMPIRE 

Another wee chappie, by the name of Philip Howell, who showed us just how amazingly knowledgeable he was last week has discovered that if you shoot from the centre circle you will score every time. It's a shame that the real Gazza is completely incapable of such wonders!



# BILL AND TED'S EXCELLENT ADVENTURE

GAME BOY

- NINTENDO

Some chap signing himself simply as Zarquon the Flatulent sent in the following codes for this super Game Boy title. Here goes...

GREECE: 555-4239

ENGLAND: 555-8942

PREHISTORIC: 555-4118

SHOPPING MALL: 555-8471

SCHOOL ROOM: 555-2989

THE ABYSS: 555-6737

PARADISE: 555-6429

SCHOOL CONCERT: 555-1881

Excellent stuff dude! Thanks to Zarquon for all of those. I hope you'll accept a cork as your prize.

# BATTLE SQUADRON

- ELECTRONIC ZOO



On this thoroughly underrated mayhem blasting game of mass carnage you can make both players completely, totally and utterly invulnerable by typing in CASTOR during gameplay. Why CASTOR? Do the programmers have a strange fetish for furniture movement implements? We shall never know...

# TURRICAN

- BALLISTIC

SEGA MEGA DRIVE

The Mega Drive re-release of this ageing classic is proving to be quite successful! Our Alex gave it the thumbs up weeks ago and we can now give you a super cheat.

Unfortunately, seeing as we here at Tip-X are far more intelligent than any of you lot, we actually found a decent tip before any of you. Ha! Another T-Shirt for me, I think!

All you have to do to is go to the main option screen, move the arrow to the bottom of the screen and hold the D-pad down. While holding the pad in this position press the buttons in the following order. A, B, B, A, B, A, A, B, A, A, B, A, A. If you've got it correct, a menu will appear giving you access to loads of goodies!

# MAGIC POCKETS

- RENEGADE 

A chap by the name of Brian Wilson from Newcastle Upon Tyne has been frantically working his way through Magic Pockets, discovering where all the warps are! Here is his tip to get from stage 6 to stage 12...

First, destroy all of the snakes in the area and move directly upwards. Above you will be a ledge upon which is (among other things) a silver star. Make a big cloud and get up here to get all the items. Now, move through the level raising hell until you create a gold star, then trap and collect the first transport helmet to the first secret room. In this room grab the laser helmet first, and then the fruit.

Once returned to the game you should create a silver star immediately, followed by a gold 'un after you've disposed of a few meanies. You now have the second transport helmet.

Now's the hard bit. Don't pick up the helmet, just nip around the level quickly shooting everything to create another gold star, then return to the helmet and put it on.

Assuming all went well you are now in a room with a sweet machine, a silver star and one triffid. Trap the triffid and pop the cloud while moving forward. DO NOT collect the silver star - WAIT - because the triffid will create a gold star.





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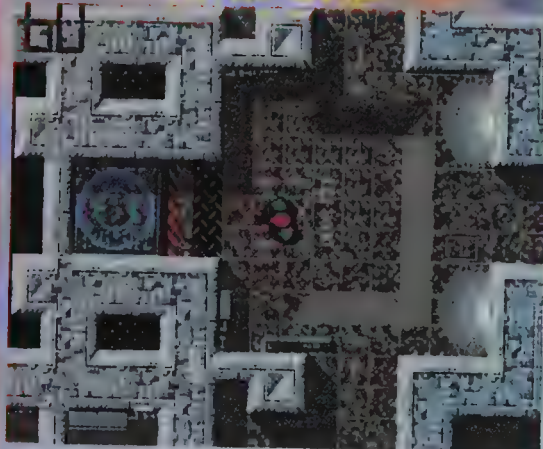
Which computer(s), if any, do you own? .....

# ALIEN BREED PLAYER'S GUIDE

Deep in the middle of space there is a space station overrun with alien beings, not unlike those found in the movie, *Aliens*. It also contains two valiant soldiers who are trying to wipe out the alien race once and for all. Here is the Games-X guide, telling you how to do just that...



## LEVEL ONE



This level is basically an introduction to the game in that it shows you who the evil creatures are and how to open doors and collect keys. All you have to do is run to the left and exit on the lift, but it is also worthwhile checking everywhere else on the level for bonus items

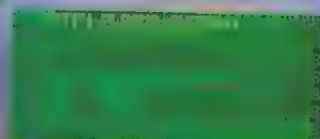
## WEAPONS

**TWO SHOT** is more powerful than the other weapons but has a limited range. Only three shots. Don't bother unless you have a spare and you're in a desperate situation.



**THE PLASMA SHOTGUN** is the best weapon at an affordable price. This will kill lines of aliens that block your way by passing through anything in its path.

The **PLASMA SHOTGUN** is the best weapon at an affordable price. This will kill lines of aliens that block your way by passing through anything in its path.

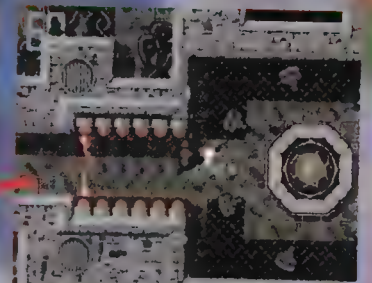


**THE PLASMA SHOTGUN** is the best weapon at an affordable price. This will kill lines of aliens that block your way by passing through anything in its path.

## LEVEL TWO



These doors can be permanently closed by shooting the control panels on either side. Quite handy to stop a group of nasty aliens if they are following you



The layout of the level is very complex. It's a maze of corridors and rooms. The most important thing is to stay on the left side of the main corridor. Don't go into the rooms unless you have to. The door at the end of the main corridor is the exit.

## LEVEL THREE



This is the most difficult level in the game. It's a maze of corridors and rooms. The most important thing is to stay on the left side of the main corridor. Don't go into the rooms unless you have to. The door at the end of the main corridor is the exit.



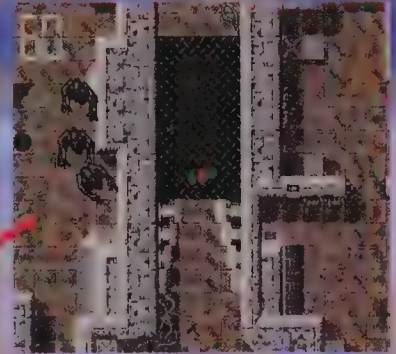
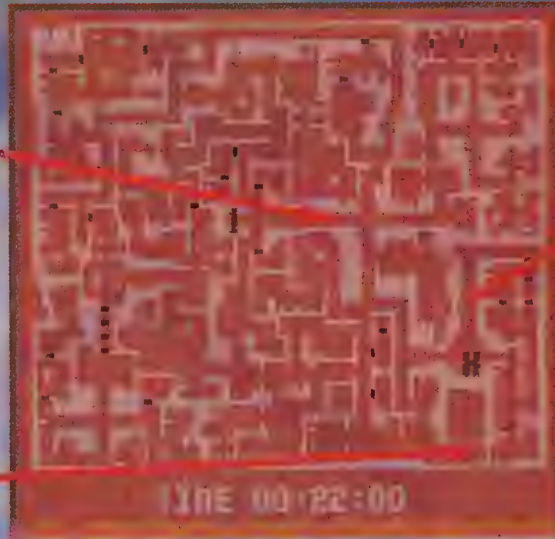
The first of the rooms is a trap. It's a maze of corridors and rooms. The most important thing is to stay on the left side of the main corridor. Don't go into the rooms unless you have to. The door at the end of the main corridor is the exit.



## LEVEL FOUR



These are the secret doors that only appear on this level. To locate them, simply go to the top of the level and look for the secret doors. On the top of the level.



When you pass through the secret door, you will find a large alien creature. It will attack you and you will have to kill it. It is a very tough enemy and you will have to be careful.

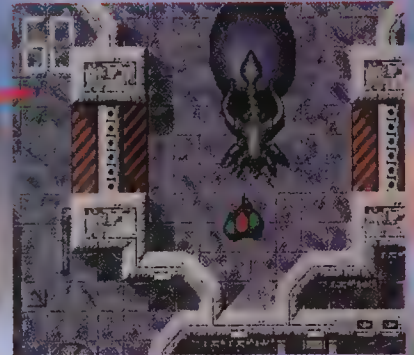
When you pass through the secret door, you will find a large alien creature. It will attack you and you will have to kill it. It is a very tough enemy and you will have to be careful.



## LEVEL FIVE



When you pass through the secret door, you will find a large alien creature. It will attack you and you will have to kill it. It is a very tough enemy and you will have to be careful.



When you pass through the secret door, you will find a large alien creature. It will attack you and you will have to kill it. It is a very tough enemy and you will have to be careful.

## LEVEL SIX

Watch out for these doors and don't walk into them. If you do they will open, allowing hordes of face-huggers to run towards you and generally for a pain in the lobby.

### GENERAL TIP

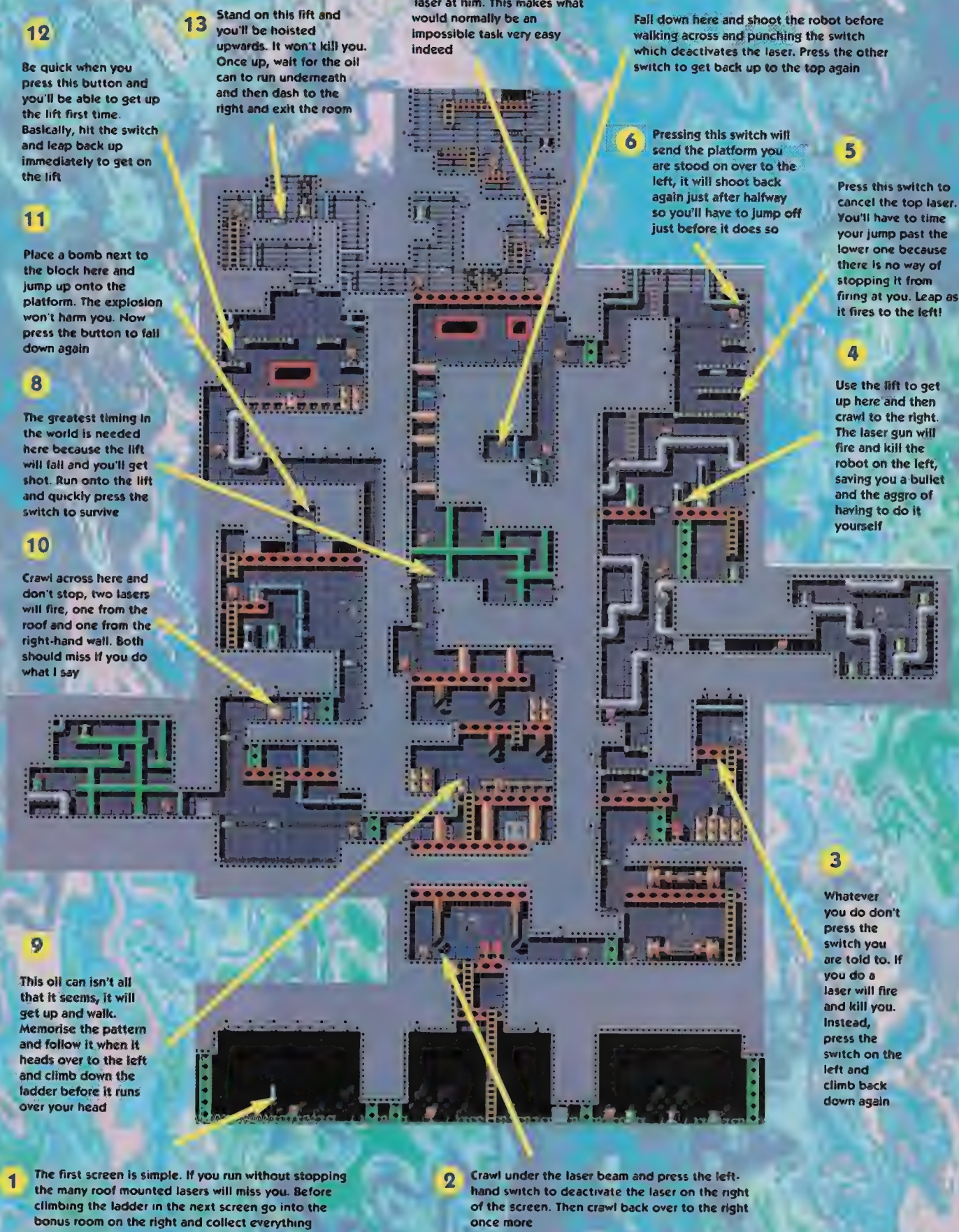
There isn't an X on this map so you'll have to work out for yourself where it is. Try the areas that seem to have wide open spaces and you'll be OK.



## LEVEL ONE - HYDE PARK



For the first time at Games-X we're doing a player's guide by request. Send in your pleas to me, Bri, at the usual address and I might just help. Let's kick off with the complete guide to Core's classic, Rick Dangerous 2...



**12**

Be quick when you press this button and you'll be able to get up the lift first time. Basically, hit the switch and leap back up immediately to get on the lift

**11**

Place a bomb next to the block here and jump up onto the platform. The explosion won't harm you. Now press the button to fall down again

**8**

The greatest timing in the world is needed here because the lift will fall and you'll get shot. Run onto the lift and quickly press the switch to survive

**10**

Crawl across here and don't stop, two lasers will fire, one from the roof and one from the right-hand wall. Both should miss if you do what I say

**9**

This oil can isn't all that it seems, it will get up and walk. Memorise the pattern and follow it when it heads over to the left and climb down the ladder before it runs over your head

**1**

The first screen is simple. If you run without stopping the many roof mounted lasers will miss you. Before climbing the ladder in the next screen go into the bonus room on the right and collect everything

**13**

Stand on this lift and you'll be hoisted upwards. It won't kill you. Once up, wait for the oil can to run underneath and then dash to the right and exit the room

**14**

Press this button and you'll kill the robot above by firing a laser at him. This makes what would normally be an impossible task very easy indeed

**7**

Fall down here and shoot the robot before walking across and punching the switch which deactivates the laser. Press the other switch to get back up to the top again

**6**

Pressing this switch will send the platform you are stood on over to the left, it will shoot back again just after halfway so you'll have to jump off just before it does so

**5**

Press this switch to cancel the top laser. You'll have to time your jump past the lower one because there is no way of stopping it from firing at you. Leap as it fires to the left!

**4**

Use the lift to get up here and then crawl to the right. The laser gun will fire and kill the robot on the left, saving you a bullet and the aggro of having to do it yourself

**3**


Whatever you do don't press the switch you are told to. If you do a laser will fire and kill you. Instead, press the switch on the left and climb back down again

**2**

Crawl under the laser beam and press the left-hand switch to deactivate the laser on the right of the screen. Then crawl back over to the right once more



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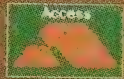


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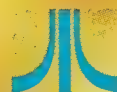
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# CRUISE FOR A CORPSE GUIDE PART 2

Wasn't I kind, leaving you right in it back in issue 24? Well, now I shall reveal a bit more. None of this solution rubbish yet though, you're going to have to wait slightly longer to know how to complete the game...



**17** Is the soap I found on the bathroom sink any use? It actually comes in handy later on in the game and is one of the final items that you will use, so make sure that you do collect it. It will be there all the time so just get it whenever you're nearby

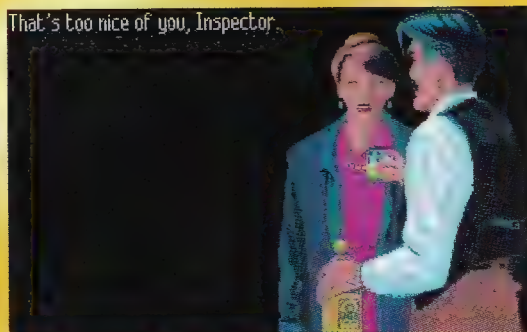


**18** Is there anything to do in Daphne's cabin? She is lying on the bed completely blattered when I enter the room. Open the wardrobe door on the left. Don't worry, Suzanne doesn't know that you are there. Open the cosmetic's case at the bottom of the wardrobe and take the prescription you find in there



**19** I go up to Suzanne on the top deck and she doesn't want to talk to me, how do I get her to converse? Suzanne is always partial to a drop or

two of any alcoholic beverage. Go into the bar and collect the whisky bottle and a glass from on top of the bar. Then head back up to the upper deck and try to speak to her. If you offer her a drink she'll then spill out a whole can of beans for your reading pleasure



**20** I can look through many portholes but none of them really seem of any use, why?

Try the one outside Rebecca's room, above the fishing nets. You can perform your Nosy Parker act here and obtain some good information. There'll be a rather interesting conversation going on inside but it will come to an abrupt end as soon as the people involved sense your presence. Leave before you are spotted



**21** I've used my initiative and searched the right-hand wardrobe in Daphne's room, but there's nothing there. Why not?

Search the pile of laundry on the right-hand side of the wardrobe, about halfway up. You'll discover an envelope, examine it and you'll find a newspaper article. Have a read of the interesting document and keep the envelope with you as you continue. You should be able to talk to people about it now



**22** Where can I find Rose to have a chat with her? Is she on the cruise or not?

Rose is on the cruise and you can find her sat down on the top deck catching some rays. Ask her for information about herself, and find out everything else she knows regarding the rest of the passengers and the crime in question, in order to determine how useful she is going to be in the investigation



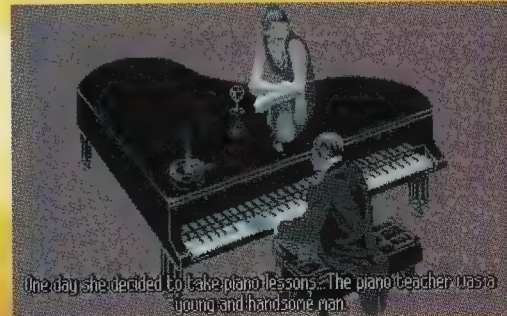
**23** I still haven't had a word with Daphne. I do want to find her so where is she?

Try going back to her cabin. Knock on the door first and she'll let you in. You have to be very polite in this game. This will be your first conversation with her so ask her about every line of dialogue that you can. When she has finished rabbiting, head back to the rear hall and talk to Mr Schmock once more



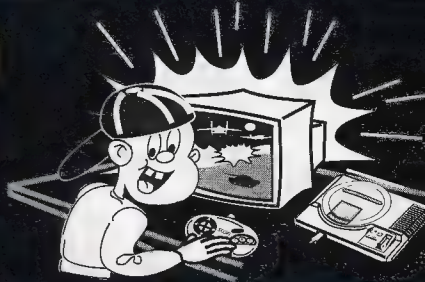
**24** Who knows anything about Agnes, and where do I find these people to enquire about her?

Try Father Fabiani, he's the most useful suspect, you should be able to find him back in the dining room at this time. He'll give you all the information you want to know about Agnes. Ask him for information regarding Agnes' son and you'll watch an animated sequence which ends with the identity of the boy being revealed...



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Send your replies, before 18th December, to: Tin Tin's Hairball Competition, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

## TURRICAN

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The original walking around and blasting things game has finally made its way across to a budget label. Everyone shout Yippeeeeeee!!!!!!!

Take control of the big, hunky, roughie-toughie, metallic robot mean man, Turrican, as he goes into battle against the forces of nastiness on a far-away planet.

Jump around the rocky terrain as you shoot the ugly aliens with your added bolt-on weapons that fiercely spew fire and destruction into every single quadrant of the screen.

Collect all the diamonds and delve deeper and deeper into the dark and foreboding



alien terrain as wave upon wave of nasties attack you until you reach the big, bad and ugly guardian!

It's all fast and furious stuff and is certainly a game that has received many rewards and accolades from just about every computer mag.

Just look what it has in its favour! Complete with superb graphics, smooth scrolling, blasting music and booming sound effects, not to mention manic gameplay, it has enough levels to keep you going for hours and hours.

For just under £8 this is one of the best budget releases to date and is without a doubt one of those games that you really ought to think about getting your hands on.

X-RATING: XXXXX

## HEROES OF THE LANCE

KIXX £7.99  
OUT NOW 16-BIT

Young Master Simmons down here at the Games-X dungeon swears that this is a blinding and "well 'ard" game.

As another official AD&D product, this game has you controlling a party of companions exploring the dark depths of the dungeons. Beating up the weirdos and collecting



useful objects will aid you in your passage as well.

Basically, this emerges as a fairly average RPG which, although a little slow, is very playable.

Unlike other RPG's more emphasis has been placed on the combat and arcade-style elements which should keep all you beat'em-up fans out there well and truly occupied.

Not the greatest of the genre but overall it's not at all bad!

X-RATING: XXX

## TIN TIN ON THE MOON

ACTION 16 £7.99  
OUT NOW 16-BIT

All together now, "Herge's adventures of Tin Tin". Come on, hands up! Who's a fan of the naff French cartoon series then?

I know some of you like it so I'm sure you'll be pleased to learn that the epic science fiction tale of chivalry, bravery and dynamic heroism 'Tin Tin on the Moon' has been released in all its computerised glory on a budget label. Yippee!

Take control of the squeaky blonde one as he travels his way through space while also making sure that all is safe on board his lovely red spaceship.



The game contains two basic playing elements; the first involves control of Tinny's ship

as it blasts through space; the other has you jumping and clambering around the interior of the rocket.

Here you must put out fires and avoid the dastardly Colonel Boris who's stowed away on board. An unusual man, old Boris has a kinky fetish for tying people up, so you'll have to look out for all your chums who end up getting tied to all manner of bits of machinery!

Overall it ain't a bad little game with some reasonable graphics and sounds. If you're a deranged Tin Tin fan I'm sure you'll love it!

X-RATING: XXX

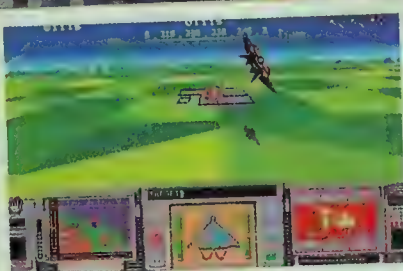
## ATF II

ACTION 16 £7.99  
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I has long been renowned for its simulation-type games which involve combat elements and fast 3D graphics. ATFII, or Advanced Tactical Fighter II, is one of its very early titles and, to be quite honest, it shows.

You take control of the ATF in this pseudo simulator as you fly into enemy territory to destroy a big gaggle of major targets before getting back to base.

Your view of the whole thing is very like a Buck Rogersie-type thingy with a 3D view from just behind the plane. Superimposed over the top of this is a HUD which gives all the useful HUD-type things such as altitude and weapons' status.



Control is dead simple, all you have to do is fly around without hitting (or getting hit by) anything, as well as shooting just about everything.

It's all fairly wholesome fun but it does look very dated. Graphically, it is far from stunning, but if you're on a tight budget there are far worse games which you could get for the same price.

X-RATING: XXX



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on Christmas Eve?

Turn the page to find out!

## DRUNK AND DISORDERLY

Doc, give us a hand with the bloody hard game, Police Quest 3. I've done as much as I can on the first day and I've patrolled the highway and finally come across the drunk driver. I've got him out of the car and he threw up all over my shoes but from then on I can't seem to get anywhere.

Paul Aston, Wolverhampton.



Because your Black and White is equipped with a huge Mk III turbocharged V36 Eat This engine, you'll be able to burn up the freeway with the sun-roof open and music blaring on the radio. Ah, a cop's life for me!

**Dr X:** My, my, we are a thikko, aren't we. I'll help you but only because I feel sorry for a person less fortunate than myself. When you pull up behind him in the black and white give a burst of your siren. He'll drive over to the side of the road. Get out and talk to him.



Get him out of his car and wave your finger in front of his eyes and you'll realise the bloke hasn't got this way by sipping a glass of Coke. Slap your cuffs on him, if you remembered to grab them from the station earlier, slam him in your car and book him, Danno.

## THE PROBLEMS OF A BALDING SUNBATHER

Please help me, Doc, as I am stuck on Sierra On-Line's excellent game, Leisure Suit Larry 2 on my PC. I have done everything to get on the boat but I don't know what to do when I am on there.

I have been for a swim and had a sunbathe but after I find myself just wandering around the ship or being tortured by one of two women (what are you complaining about! - X).

Please help me as I am tearing my hair out and I am almost as bald as you (no offence). Please help me.

Sam Confrey, West Sussex.

**Dr X:** As you like to insult my lack of hair, I'll insult you, you dirty, half-witted, no good little snotbag. Ah, there's nothing like a good dose of insults to brighten up your day. On with the hint. When you are on the ship, you must do a number of things such as sunbathe and go swimming, but when you're in the pool, dive down to the bottom and collect the bikini. Back at your cabin, walk through the side door and into the old bag's room and grab the sewing kit from the bedside cabinet.

Don't follow the girl by the pool, but instead go to the bridge of the ship. Carefully walk round the back of the Captain and pull the lever on the panel at the back.



Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

This will lower the lifeboat and if you're quick you can make good your escape.

## THAT MAN BE DEAD!

Yo Doc, how's it going? Guess what? I'm stuck on Cruise for a Corpse. I've reached the very end of the game and accused Father Fabiani of the murder but discovered that this is wrong. Who did do the dirty deed and how do I determine who it is for myself? Please help me as I'll be the first person I know to complete the game! (Apart from me, obviously! - X)

M Brown, Macclesfield.

**Dr X:** I'm sorry, I didn't quite understand all the lingo at the beginning but on to your problem. Obviously I can't tell you who the murderer is, that would ruin the game for the hoards of people still investigating the crime.



However, I can tell you how to work out who the killer is. The simple way to do this is to talk to every person using every line of dialogue available. There is a lot of info to be gained here and determining the identity of the scoundrel is then made really easy.

## IN DEEP WATER

I've just bought the excellent Robocod for my Amiga and am already stuck. I've got through the first two levels and reached the end-of-level nasty. Unfortunately this big teddy keeps landing on me and killing me. Please can you tell me how to kill it so that I can progress? If you do I'll be your friend forever.

Steven Dove, Middlesex.

**Dr X:** Despite the fact that being your friend doesn't particularly appeal to me I've decided to answer your plea for help. Indeed Robocod is an excellent game and

# Dr X

At the time of writing this I'm deeply concerned for the well-being of the office jester, Nick Walkland. I haven't seen his little grinning face in over two weeks and he won't even let me diagnose him. I am a qualified GP, I know exactly what I'm doing so why he won't come near me I don't know. I hope you lot don't feel that way, because if you do have a problem, me and my scalpel will only be too pleased to help. Keep your mail coming in to: Dr X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.



the first end-of-level guardian can be a might tough. The way to kill it is to use the two platforms above you. Jump off these onto the head of said nasty, but remember to turn yourself into a ball for maximum effect.

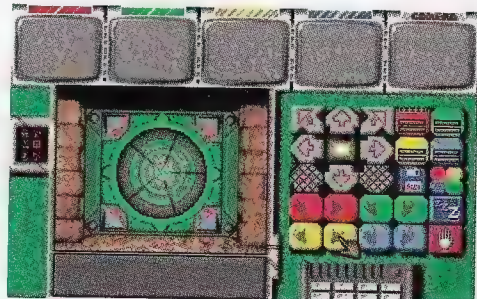
## CAPTIVATING PROBLEMS

I know it's old but I've recently just bought Captive from Mindscape. Now there's nothing more annoying than buying a game and only progressing four paces, which is exactly what I've done.

I am now confronted with a wall and have no way of getting past. Can you help me as I don't want to have wasted my money?

P Jones, Watford.

**Dr X:** Don't worry young fellow, this isn't a problem with you, it just something that is not explained in the manual. What you have to do is, instead of clicking the left button on forward when stood in front of the wall try using the right mouse button. The wall will collapse revealing a passageway, thus allowing you to continue. The rest of the game will then take up weeks of your time



Most of the time, progressing through Captive is as easy as opening a door. Other times it is not so simple as discovered in the letter above...

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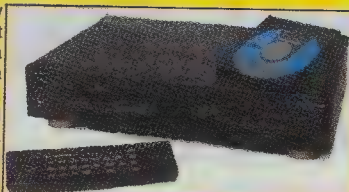
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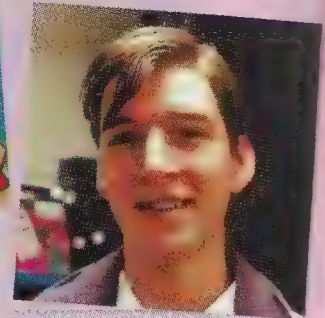
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# STREET TALK

## PACMANIA CHALLENGE

THIS WEEK'S WINNER AT GAME IN MANCHESTER



Damian Marshall (20)

1st - At Christmas I hope to get an

Amiga because at the moment I only have a Spectrum. My favourite type of games are definitely shoot'em-ups, and I love any sort of action arcade game. When I've got spare time I usually bundle round a mate's house and play on his Amiga. I like weird music like Frank Zappa, and my favourite MacDonald's meal has to be the Big Mac with fries. I found Pacmania quite hard to control, but if you get into the secret room your points rocket up.

### PACMANIA HALL OF FAME

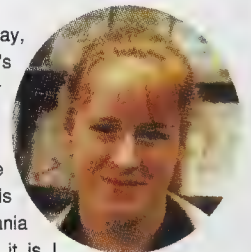
1. Robert Mottershead.....78,260
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Next week we're at Software City in Walsall, Birmingham, and after that we're going down to the Computer Cavern in Reading.

So get yourselves along for your chance to win a Sega Mega Drive.

Rebecca Macleod (19)

2nd - Give me a curry any day, I can't stand McDonald's food! I haven't got a computer and I can't really afford one at the moment. I was just wandering around looking at the board games - my favourite is Monopoly. I entered the Pacmania Challenge for a laugh but as it is I came third! I play badminton and like listening to Queen.



Simon Harris (22)

3rd - I haven't really got a computer - well, I don't really think a Spectrum counts! I used to play Track and Field years ago but I don't really play them now. I spend most of my time studying for personal exams and listening to Manchester indie music, and the Big Mac is my favourite MacDonald's meal.

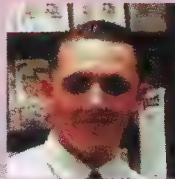


## SHOP TALK

The ones that sold the most

Jamie Tassell (20) - Shop Manager

Having just finished management training, I've been the manager of Game for about a week and half. It's great working in the shop because it's got a great atmosphere, the only bad thing is Nick (Sales Assistant)! Personally I've got an Amiga, my favourite game being Thunderhawk. I'm looking to get a Mega Drive because they're brilliant for the price.



- 1.....Immortal
- 2.....Mario 3
- 3.....EA Ice Hockey
- 4.....Fit-Fighter
- 5.....First Samurai

Gareth Morton (18)

My brother's got a Commodore 64 and the best game I've played on that is Double Dragon. I go down the arcade quite a lot and I like pumping coins into World Cup Soccer - it's great. I like listening to Iron Maiden and in my spare time I like to play snooker - Jimmy White's the best but I haven't got the game yet. Oh yeah, give me a Big Mac and fries to go!



Nick Roberts (18) - Sales Consultant

Unfortunately, my Amiga is completely and utterly knackered! My favourite game is Lemmings and I'm looking forward to the data disk. I'm a Sales Consultant which is just a good name for shop assistant! I want a Mega Drive for Christmas because EA Ice Hockey is just the best. Mind you, ToeJam and Earl is great, too. Take me into MacDonald's and I'd have two hamburgers, large fries and a large vanilla milkshake.



Daniel Knight (11)

I've got a Mega Drive and I think it's brilliant. My favourite game is Sonic the Hedgehog and I've managed to get up to the fourth level - I hope to complete it soon. I'm not interested in any hand held because they're no where near as good as the Mega Drive. I like playing football - long live Manchester United! I also watch a lot of films. Look Who's Talking being the best.



Paul Cleworth (15)

Room! is my favourite game for my ST, I've had it for quite a while. I also like any shoot'em-ups as long as there's loads of shooting! I'm heavily into dance music and like to play football in my spare time. My favourite MacDonald's meal? Big Mac and large fries.



Scott Lawley (14)

Basketball on the Commodore 64 is my favourite game at the moment. I play football in my spare time and support the best team in the world - Man United. I thought the Pacmania Challenge was pretty hard but I think I did okay. Finally, my favourite meal is chips, sausages and beans.



Keith Bradbury (16)

I have got a Sega Mega Drive and the best game on it is John Madden - it's brilliant and I can't wait for the next one.

For Christmas I want to get an Amiga 'cos they look really great. When I've got a bit of spare time I like listening to pop music or playing football and most other sports, and I'd also kill for a Quarter pounder with cheese, fries and a coke.



Jody Goodall (15)

My machines are a Mega Drive and a Super Famicom, the best games on each being John Madden Football and Super Mario World, which I've completed. I go to the arcades occasionally and I like to play Street Fighter 2. I'll listen to any sort of music but I prefer metal, and I love Italian food.



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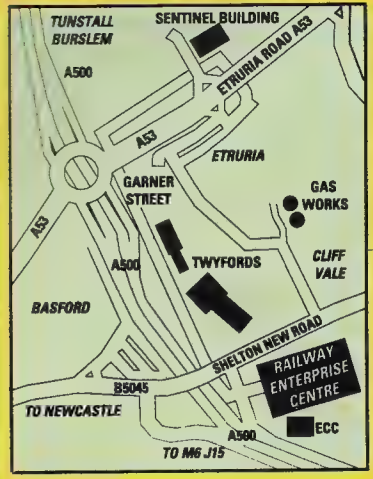
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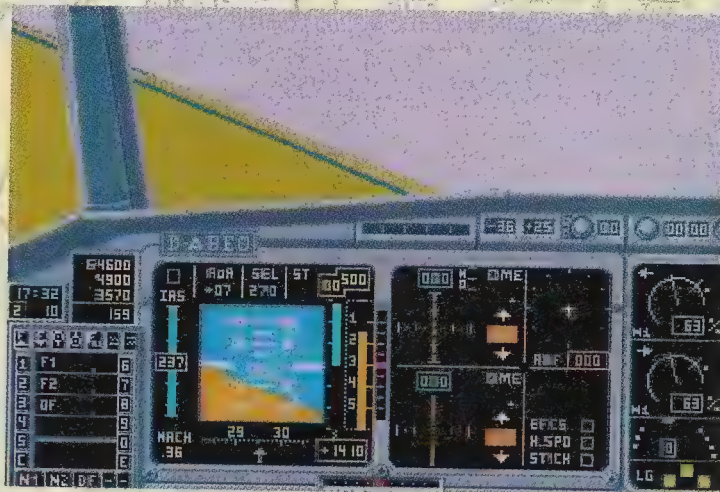
**When A320 Airbus was first brought into existence in 1987 it was destined to be a personal rather than a commercially available simulation. Only at the last Amiga Show in Cologne was the decision finally made to transfer the program onto the home computer.**

One of the leading experts involved in the development of A320 Airbus is Rainer Bopf, a 50 year-old Luftwaffe Officer. Rainer became a pilot in 1963 and has now over 2500 flights to his credit.

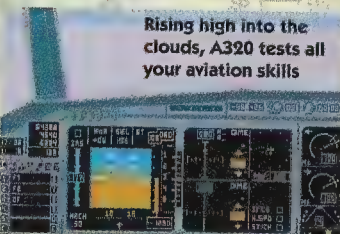
Having flown for over 1000 hours, Rainer has been involved in testing and designing new aircraft for some time now. He first became aware of computers in 1966, soon becoming responsible for Systems Organization and Management.

Rainer bought his first home computer back in 1976, a small 4K machine. He upgraded to an Apple II in 1981 and currently uses an Amiga 1000 which he decided on because of its outstanding sound and graphics capabilities.

The A320 Airbus simulation was created by Rainer, who wanted a



Banking to the left you begin to prepare for your landing. The A320 features a fly-by-wire computer system, so even a novice should manage to touchdown safely



Rising high into the clouds, A320 tests all your aviation skills

simulation of a modern aircraft, utilising features such as fly-by-wire and other computer aided systems.

### THE PERFECT CHOICE

The main reason that the A320 Airbus was chosen was, because the display media in the cockpit is identical to that of a home computer in that both have a VDU.

What's more, one of the main processors used in the Airbus system is a Motorola 68000, the same chip that can be found in the humble

Amiga! Using the Amiga's capabilities, Rainer was therefore able to make the cockpit simulation as realistic as possible.

Rainer has tweaked A320 Airbus following comments and criticisms from both Lufthansa's chief A320 pilot and Deutsche Airbus GmbH.

As a result both the flight characteristics and aircraft handling have been upgraded and revised from an earlier version of the program.

The end product is a flight simulation that is probably the closest most of us are likely to get to the real thing. The game does not follow in the same flight path as so many of the other air combat games.

Instead, would-be pilots are challenged to try their hand at the art of international flight. A320 Airbus will be released by Thalion on the Amiga, ST and PC.

# A320 AIRBUS



## Sneaky Peek



# HARLEQUIN

## Sneaky Peek



**H**arlequin's memories were of a place full of joyful laughter, a place where he spent his childhood; there was never a locked door to stop his fun.

He was the king of the castle! Now however, there was a door locked steadfastly with no visible means of access.

From the barred and bolted portal there hung a rusty sign. After scrubbing off some of the grime Harlequin read the words "Out of order - due to broken heart!"

Surely this couldn't be true. His beloved homeland, his companion through years of adventures, broken hearted and badly in need of help.

Harlequin's task is to find and replace the four segments of Chimerica's broken heart.

To do this he has many means at his disposal; ropes to swing on, death slides to slip down, trampolines to jump on,

*Harlequin returned home to find his land in a state of decay and disrepair. Where once was the comforting low thump of Chimerica's heart resonating through the architecture there was silence. The clock which kept perfect time for centuries stood still, not a murmur. Something was terribly wrong!*

unicycles to peddle, and even a kite to fly from! His range of actions is vast and he'll need every one if he's to negotiate the entire land of Chimerica.

Areas to visit include places such as sewerside, where Harlequin must change his form to that of an angel fish in order to explore the murky depths. Then there is the dream mile, where Harlequin must beware of fierce gusting winds.

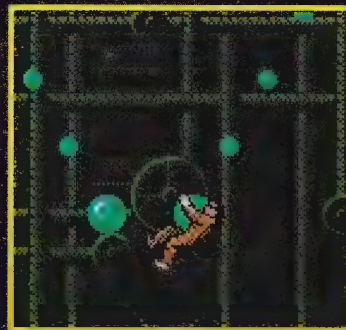
Coping with the elements may sound pretty tame. However, Chimerica has been invaded by an army of critters all looking for trouble.

Harlequin is a huge platform game that will make others of the genre seem like a walk in the park.

For those of you who thrive on a challenge then don't miss out on Harlequin. Due for release from Gremlin Graphics, on the ST and Amiga early in 1992.



The land of Chimerica has been overrun by disgruntled inhabitants all longing for the good old days.



Some of the levels require the Harlequin to swing back and forth on huge pendulums.



Always on the run, the Harlequin must battle against strong gusts of wind which blow him off course. Timing is essential if you are to recover the pieces of the heart.



In order to search the murky depths of sewerside Harlequin must transform himself into a chequered angel fish.

# Sneaky Peek

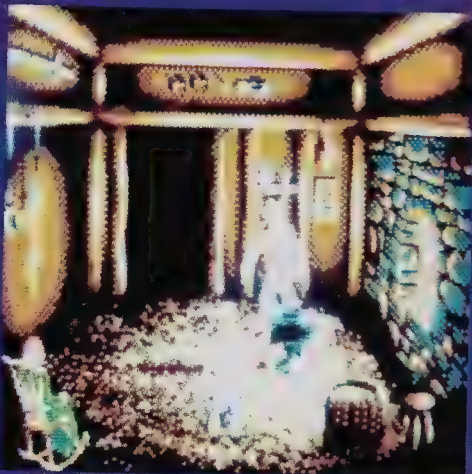
**Acclaimed as a revolution in game design, aptly named Revolution Software's goal is to change the conventions of role-playing games forever with *Lure of the Temptress*, reputed to be 'virtual theatre'! Lured and a bit tempted, Jason Spiller reports.**

**A**n adventure world which runs independently of the player, advancing and developing in real-time, is a claim which has been made before – but on this occasion it's for real! The first project, *Lure of the Temptress*, is to be published by Mirrorsoft in early '92.

Led by industry veteran, Charles Cecil, the design team behind virtual theatre, Revolution Software, has made a man-size step in the evolution of fantasy role-playing. The result makes even the best and much loved adventures appear more than a little old-fashioned.

Revolution's first project, *Lure of the Temptress*, is designed to introduce a truly revolutionary adventure RPG system. But not only is it the smartest RPG ever produced, the atmosphere is also magnificent!

The presentation is almost full-screen 3D with more depth and realism than recent isometric adventures. Technically, Revolution's game design is a 'smart' program which gets the hardware working, rather than having memory and processing power lying dormant.



As described, this genuinely is real-time, with events and time changing, and a whole civilization of characters existing, even though they may be elsewhere in the game. You can stand and watch the hustle and bustle of life or choose to interact.

## NOSY PARKER

This normally unseen life can be experienced if your character leaves a room and looks through a keyhole or crack. You will see characters moving, interacting with each other and still existing even though you are elsewhere.

Even the slightest detail is relevant in real-time, such as a character leaving a door open at the other side of the game world – it will remain open, if untouched by other characters, until you get to it. It's subtle stuff, since your actions affect rather than dictate events.

The game world has a reality about it with characters and events developing around you. Individuals intelligently walk around objects and



each other in order to reach any specified position, presenting a continuous flow and change of characters to confront and avoid. This process is due to a technique called 'Autorouting'.

## BOSSY BOOTS

The control interface which makes its debut in *Lure of the Temptress* is quick, easy-to-use and intuitive.

One particularly inventive facility is the ability to tell other characters to perform any action.

This could be simply "Get Bottle" or a more specific and detailed instruction such as "Go to the guard room and get bottle, fill bottle from tap and then go to the outer cell and give bottle to prisoner."

While the characters carry out such time-consuming tasks, you are able to get on with more



After rescuing your fair maiden you must then face the trials of the enchanted caves if you are to progress. Using the maiden to help you, you must turn levers in a certain order to cause the doors to open so you can pass. Clever stuff, eh?

# THE ESS



...to the new system, all the characters which makes this indeed 'virtual theatre'.

but the game itself is far more inventive and ingenious than ever before.

Examples include identifying a locksmith and getting him to open a locked door, or observing patrols and learning the best time to gain entry to a building. However, it is the many and varied characters which makes this indeed 'virtual theatre'.

Your character can be standing in a village square and be accosted by a character accusing you of being a thief, or a drunk spoiling for a fight, and using the highly developed parser, you've got to get yourself out of a potentially dangerous situation.

## FUTURE PROJECTS

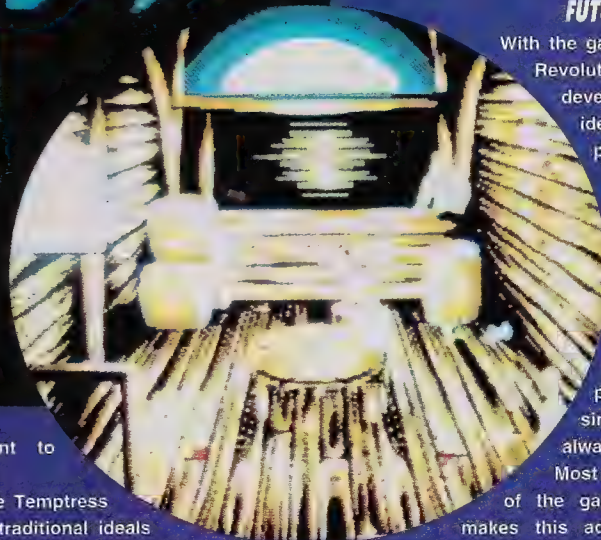
With the game system finely tuned, Revolution is planning to develop a wide variety of ideas, from fantasy role-playing to cartoon-style games.

The realism that the system produces will breathe life into famous licence characters.

Lure of the Temptress is a potent formula with a strong plot which can be both sinister and humorous and always surprising.

Most of all it is the intelligence of the game-world system which makes this adventure interactive and pure theatre – well virtually!

Lure of the Temptress is being developed on ST, Amiga and PC, to be published by Mirrorsoft and released in early 1992.



After rescuing your fair maiden you must then face the trials of the enchanted caves if you are to progress. Using the maiden to help you, you must turn levers in a certain order to cause the doors to open so you can pass. Clever stuff, eh?

important actions. The ability to 'talk to' other characters is also fundamental to the game world.

This option throws up a range of questions, one of which must then be chosen depending on your situation and the identity of the 'real' character you are dealing with.

The choice of questions is of course most important to your progress and this has never been

more important to your success.

Lure of the Temptress combines the traditional ideals of RPG, running within this highly-intelligent game world.

The recognisable icons and venues are here; dungeons and castles as well as stock characters.

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# X-IT

## SCREW LOOSE?

My name's Atari Lynx. The other day my Auntie Amiga 500 came to visit my mother, Atari ST. Auntie Amiga bought me a lunchtime treat, 'Paper Boy'. Well that's enough about my lunch.

I'm writing to you because I overheard a conversation between my mother and my Auntie Amiga and it appears that I'm going to be a big brother, so could you tell me:

1. Will my little brother be able to eat the same size cartridges as I do?
2. When will he be born?

PS A T-shirt wouldn't suit me so if I win one send it to my owner. He's medium sized and lives, strangely enough, at the same address as me.

**Atari Lynx, Motherwell, Scotland.**

*I often worry about GX readers and this letter is a good example of why. Look, whoever you are, you really don't have to pretend to be a computer. Maybe a little therapy will help... then again reality might be too much for you.*

*In answer to your questions the Lynx 2 is out in the shops now and uses Lynx carts.*

## FAMILY FEUD

My brother insists on playing Turbo Cup to death on MY ST. He won't leave it alone! Please could you tell him to get off

it. As we both are avid fans of your mag, he might listen to you. (Please, please help!!)

Thanks awfully.

PS I won't beg for a T-shirt (Glad to hear it - Unc).

PPS Can you give me Psygnosis' address?

**Mark John Savage, Morayshire, Scotland.**

*Look, I don't see a problem with sharing things. I bet you only want to play on your ST when big bro is in mid-game - it's the age-old story. Have you ever thought of two-player games? No? Thought not!*

*You'll find Psygnosis at South Harrington Building, Sefton Street, Liverpool L3 4BQ. Tel: 051 709 5755.*

## COMPO CONUNDRUM

I have entered every one of your competitions over the last month, apart from the phone ones that is, and I've never won anything. Although I'm not giving up, I'm going to keep entering until they give me the Victoria Cross. (Or a nice big TV or Famicom or SOMETHING.)

I mean, am I doing something wrong? I fill in the answers (which are always right!) and my name and address and send it in an envelope. Are you meant to send the answers on a postcard?

Hang on, I'm not finished yet! In

## LUCKY DEVIL



I just cannot believe that I have won a trip to New York to see the Star Trek VI premier. It's really just beginning to sink in. To say I'm overjoyed



would be an understatement. So I just want to thank you for running the competition and of course the wonderful people at Electronic Arts. Once again all my thanks.

**David Gardner, Lossiemouth, Moray.**

*It's not often that we get a thank you letter from one of our winners. Shazza was near to tears! (Pah, sentimental rubbish - Doc). I know you'll have a great time. Don't forget our postcard... or we'll send Fung round to your place for his hols.*

Issue 30 you had a competition to think up your own compilation of games on page 25. There was no address though.

Well I know what the address is but I don't know what to title it, eg there was the Video Kid Competition and that had an address for it. So please, tell me the address because I have a feeling about this compo.

Two last things, show a picture of the winners will you? That way everybody can see me with my medium sized Games-X T-shirt that you kindly decided to send me. Also, when is the second part of the Cruise for A Corpse player's guide going to be filling your magazine? Last of all (please get on with it - Unc) the MK III cartridge is great, I recommend it! See ya.

**Jamie Johnston, Edinburgh, Scotland.**

*Go on, admit it, you were looking for an excuse for a good moan weren't you! If*

## SEASONS GREETINGS



I am just writing to wish you a 'Happy Christmas' and to ask a few questions:

1. Is Mickey Mouse out on the Mega Drive and Xenon 2 out on the Amiga?
2. Who is the best at Mega lo Mania in the Games-X office?

**Steven Austin, Poole, Dorset.**

*You win yourself a GX T-shirt for being the first person to wish the gang here a Happy Christmas.*

1. You'll find Mickey in Castle of Illusion and Fantasia. Yes, Xenon 2 is out on the Amiga.
2. Actually it is Doug Johns of Amiga Action who puts the GX team members to shame. However, Scoop and Bri are vying for second place.


Name .....

Address .....

Post code .....

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

you knew how many people entered our compos you would understand why your four attempts to win a super-duper GX prize had failed.

Why not call your entry *Compilation Capers* and send your entry to the following address: *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP. Interesting idea eh? No sooner asked than answered, see page 45 of this issue!

## BROTHERLY LOVE

*Games-X* is a great mag, I always get it but now I'm writing to you because I am bored. I have got a *Spectrum* and have just got *New Zealand Story*. It's a great game but I have only played it once before my computer and TV were taken from my room - it's homework time yet again you see!

Both me and my brother read *Games-X* every week and we both love it. I think that you should have a poster in the centre pages every week.

**Michael Daly, Ballyshannon, Co Donegal.**

Oh Mrs Daly, go on, give poor Michael a break. Let the poor chap play on his computer. It'll help his reflexes don't you know! (I'm not so sure, it's only a *Speccy* after all! - Doc)

## DOWN IN PRINT

Hi, I'm writing in about something a bit different - printers. Which printer would you and all those brilliant people at *Games-X* recommend? (There's only one brilliant being at GX - Doc.) (Why thank you - Unc).

I've had a look at two printers: a *Citizen Swift 9* and a *Star* something - I'm not sure of the game. I'm looking for a printer under £300. Please could you help. Your mag is brill, oh, and something else. Any good beat'em-ups coming out, apart from *Pit Fighter* and *WWF*? I'm an *Amiga* owner (I personally prefer dogs - Doc).

If you want to send me a T-shirt don't hesitate.

**James Carr, Copmanthorpe, Yorkshire.**

It's pretty difficult recommending a printer

because I don't know what you want to use it for. As general advice I'd go for a well-known make such as *Epsom*, *Citizen* or *Star*. You've also got to consider quality and speed among other things. The best advice I can give is for you to shop around, have a look at a variety of machines and then decide.

Alex suggests that you go out and find a copy of *Final Fight*.

## TEAM TALK

Our very own Sharon has had a birthday this week. She has reached the ripe old age of (we'll have less of that! - Ed). Funny how that age seems so far away to the younger members of the staff!



Rob surprised everyone and took an unannounced day off. This left us all right in it and he'd better not do it again! The skiving little toerag sat at home watching videos while we were all slaving away, it's nice to know some people can find happiness!

John Madden's *Football* has been the game played the most this week, and the arrival of the '92 edition added further to this. The only problem with this was Alex's constant insistence that the *Washington Redskins* are the greatest. We just wish that he would shut up about it now!



# NEXT WEEK

out Thursday 12th December

- ★ So many of the latest games reviewed it's hardly feasible
- ★ Take a sneaky peek at *Indy Heat*, Storm's new racing game
- ★ The first part of the *Magicaland Dizzy* player's guide, along with hints on how to guide *Leisure Suit Larry* through the *Land of the Lounge Lizards*
- ★ In *Arcade Extravaganza* in-depth reviews of *Starblade* and *Steel Talons*



Contents are subject to change

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